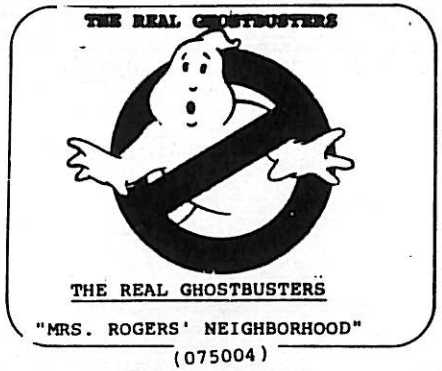
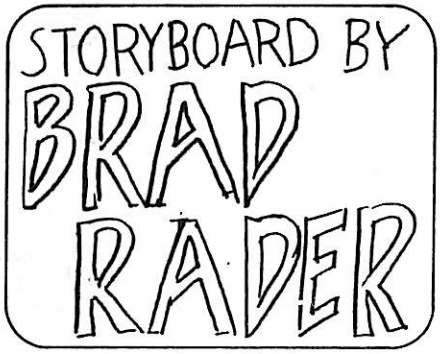
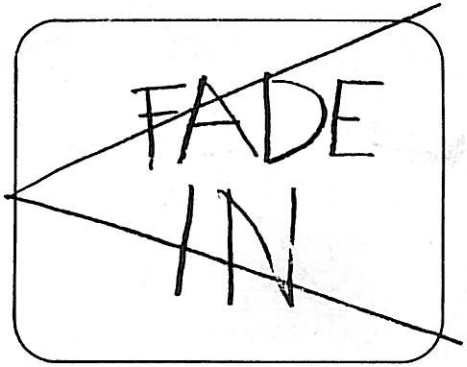
DIC AUDIO VISUAL

MAINTITLE	75004 SHOW NO.	DESCRIPTION	ACT NO. 1	PAGE NO 1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







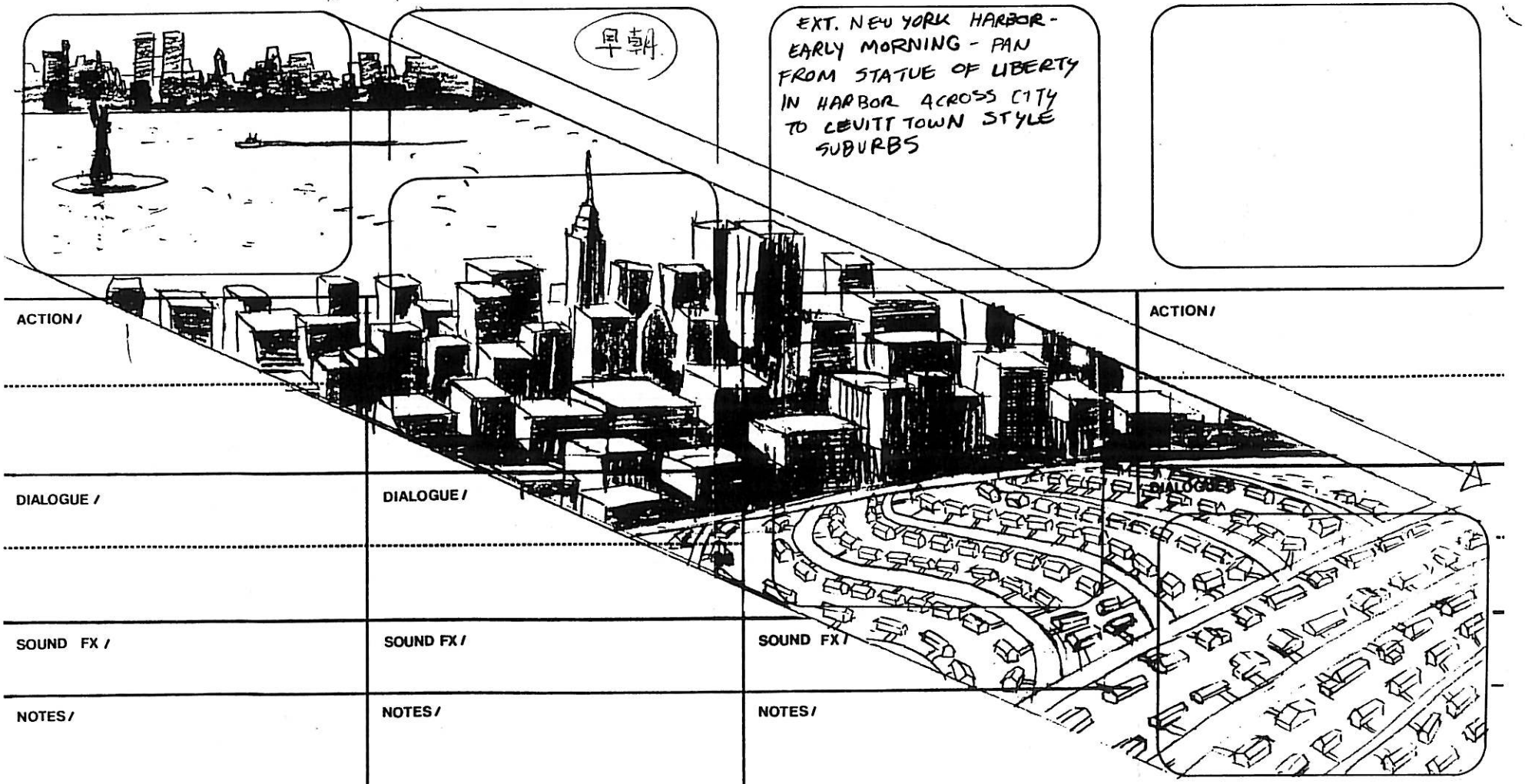
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

15004 SHOW NO. | DESCRIPTION | ACT 1 NO. | 2 PAGE NO.

SCENE 1	TIMING	SCENE 1	TIMING	SCENE 1	TIMING	SCENE 1	TIMING



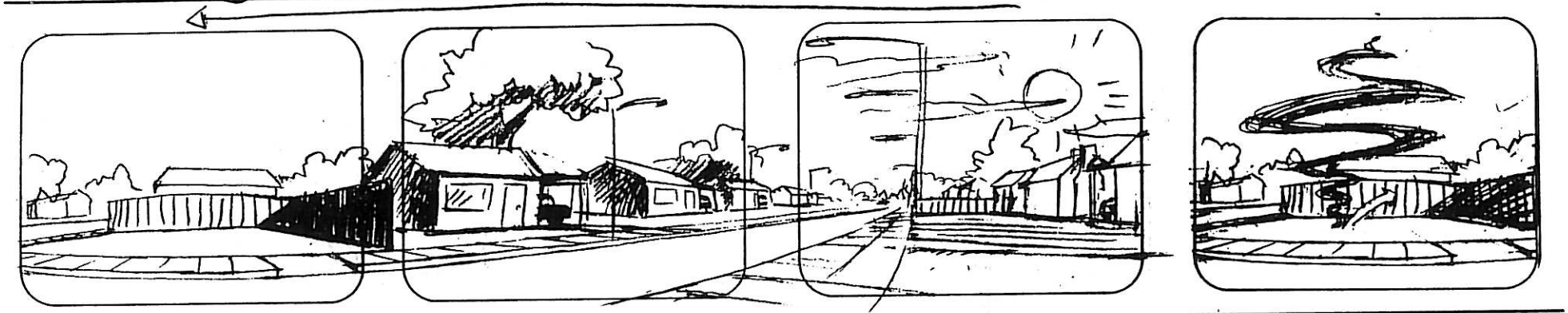
ACTION /			ACTION /
DIALOGUE /	DIALOGUE /		
SOUND FX /	SOUND FX /	SOUND FX /	
NOTES /	NOTES /	NOTES /	
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

15004 SHOW NO. | DESCRIPTION | 1 ACT NO. | 3 PAGE NO

SCENE 2	TIMING	SCENE 2	TIMING	SCENE 2	TIMING	SCENE 2	TIMING

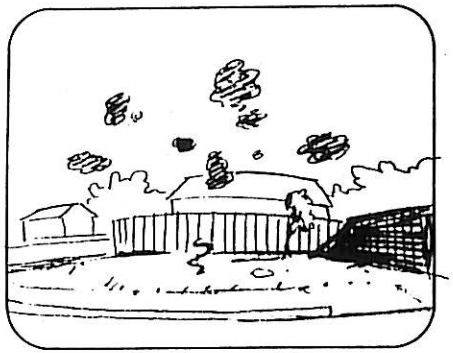


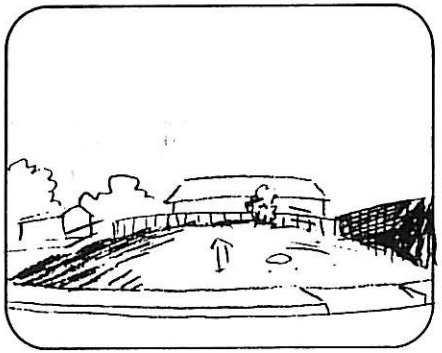
ACTION /	ACTION /	ACTION / (1) PAN ACROSS SUBURB STREET TO EMPTY LOT	ACTION / A GUST OF SPIRALING SUPERNATURAL GREEN SMOKE PUFFS OUT
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / PUFF
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

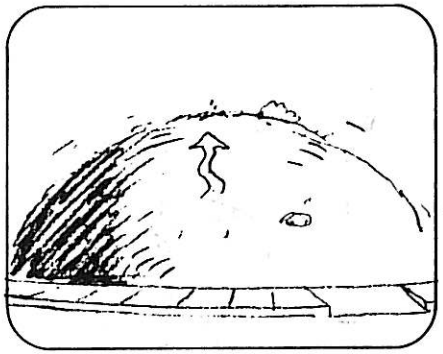
DIC AUDIO VISUAL

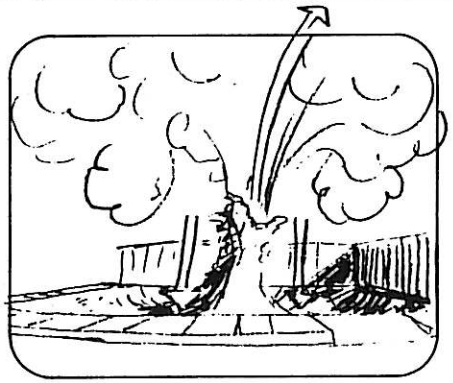
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	2			2			2			2	









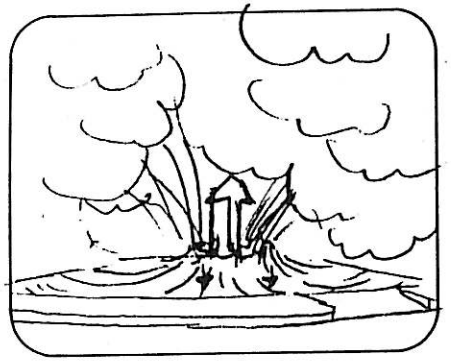
ACTION/ SMOKE DISSAPAITS NO MORE SMOKE COMES OUT	ACTION/ GROUND STARTS TO EXPAND FROM TRAPPED SMOKE	ACTION/ GROUND GETS TO POINT WHERE IT CAN'T EXPAND ANYMORE- HOVERS FOR A BEAT	ACTION/ SUDDENLY SMOKE GUSHES OUT ALL AT ONE- GROUND COLLAPSES
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

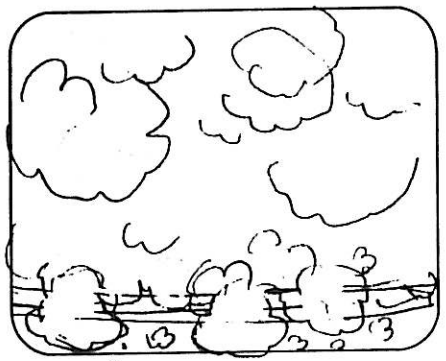
DIC AUDIO VISUAL

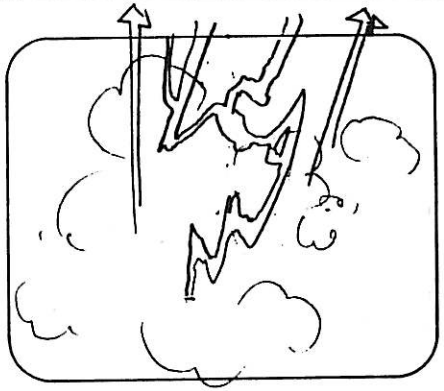
MAINTITLE

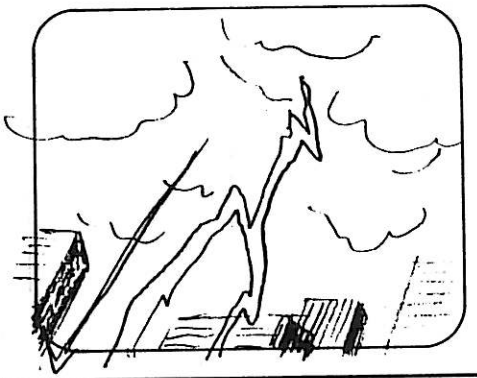
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 5

	SCENE 2	TIMING		SCENE 2	TIMING		SCENE 2	TIMING		SCENE 3	TIMING







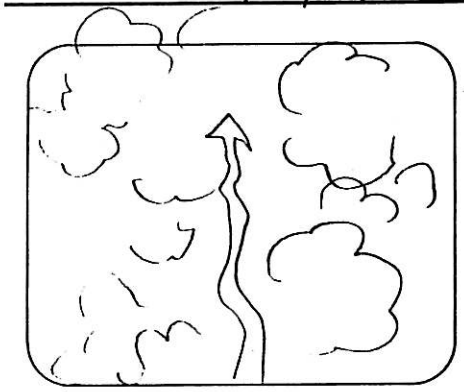


ACTION/ SMOKE FILLS FRAME	ACTION/	ACTION/ LIGHTNING SHOOTS UP FROM SMOKE HOLE IN GROUND	ACTION/ LIGHTNING FLASHES DOWN FROM SKY TO MEET IT
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/ LOUD THUNDER	SOUND FX/ LOUD THUNDER
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				6

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
4		4		4		4	



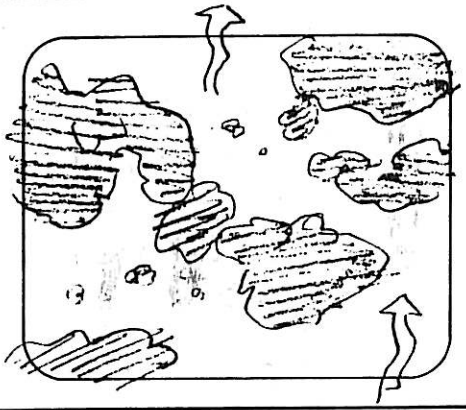
ACTION/ SMOKE RISES INTO FRAME, DISSAPAITS AS IT RISES...

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



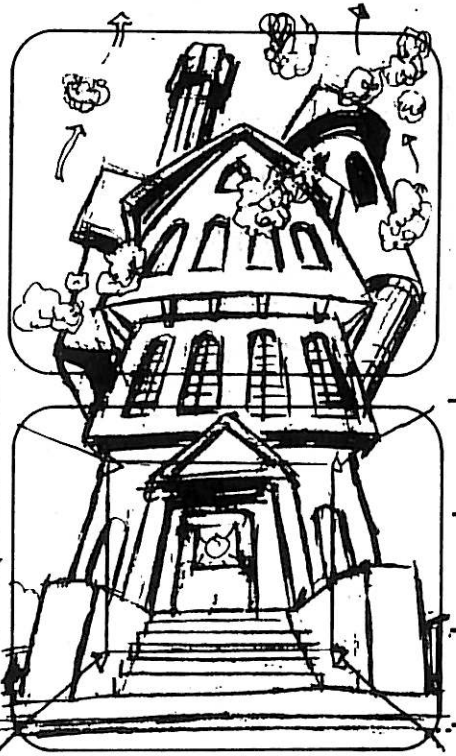
ACTION/... AS THE SMOKE CLEARS WE SEE MRS ROGERS HOUSE PAN DOWN, AND TRUCK IT ON FRONT DOOR

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

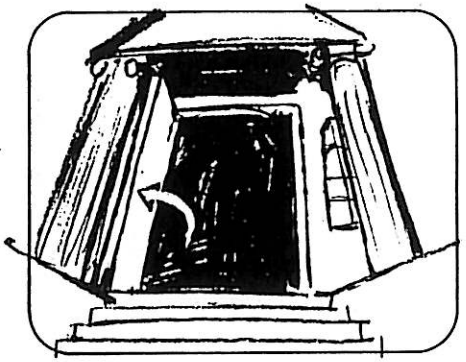


DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION/ FRONT DOOR OPENS

DIALOGUE /

SOUND FX /

NOTES /

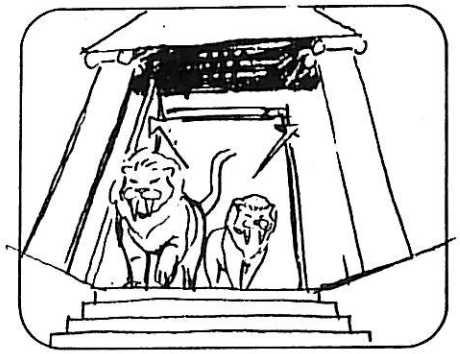
TIMING /

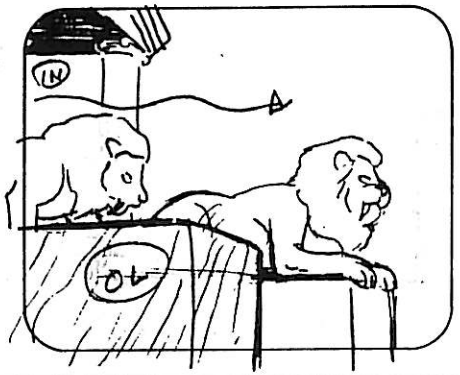
DIC AUDIO VISUAL

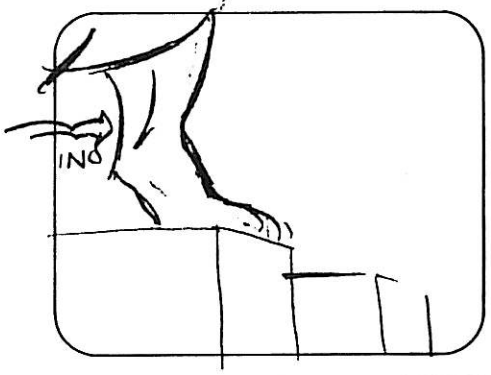
MAINTITLE

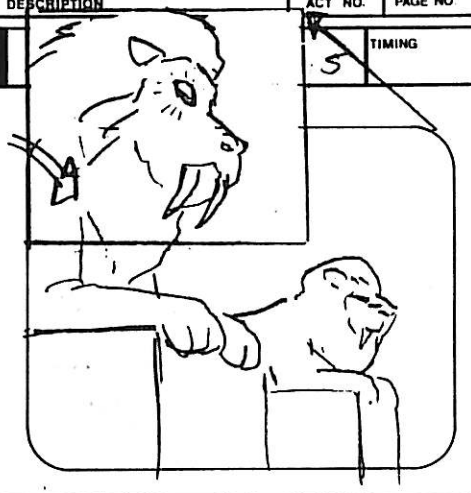
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 7

SCENE 4	TIMING	SCENE 5	TIMING	SCENE 5	TIMING	5	TIMING









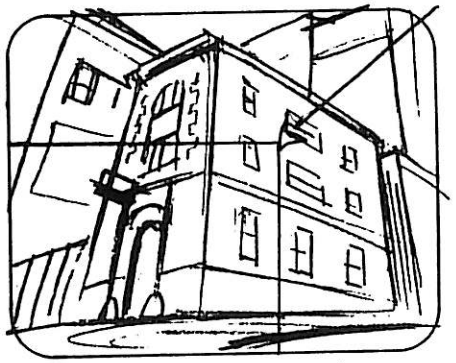
ACTION/ TWO STONE LIONS STRIDE OUT OF HOUSE	ACTION/ LION AMBLES OUT ONTO STAIRWAY WALL, SITS DOWN ONTO IT IN (BG)	ACTION/ IN (F.G.) LION WALLS IN, SITS DOWN ONTO F.G. STAIRWAY WALL	ACTION/ TRUCK UP TO F.G. LION
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES/ STONE LIONS EYES GLOW RED	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 6

	SCENE 5	TIMING		SCENE 5	TIMING		SCENE	TIMING		SCENE 6	TIMING



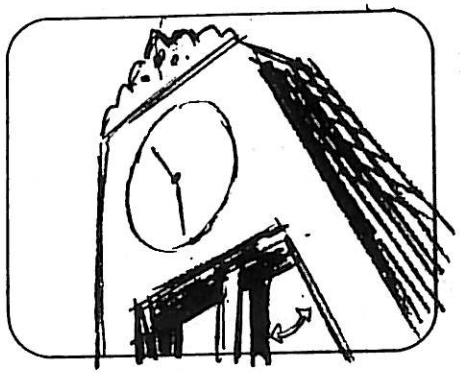
ACTION: LION TURNS TOWARD CAM, GROWLS	ACTION: LION TURNS AWAY FROM CAM - BECOMES STILL - LIGHT IN EYES GO OUT	ACTION:	ACTION: EXT. FIREHOUSE - DAY TRUCK IN
DIALOGUE:	DIALOGUE:	DIALOGUE:	DIALOGUE:
SOUND FX:	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

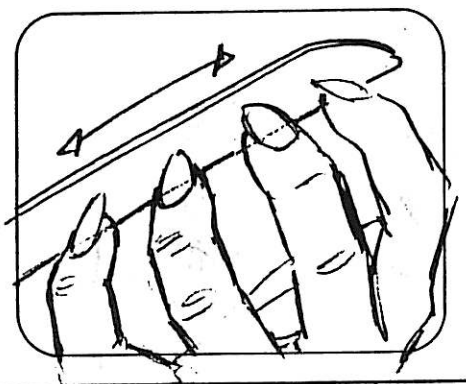
DIC AUDIO VISUAL

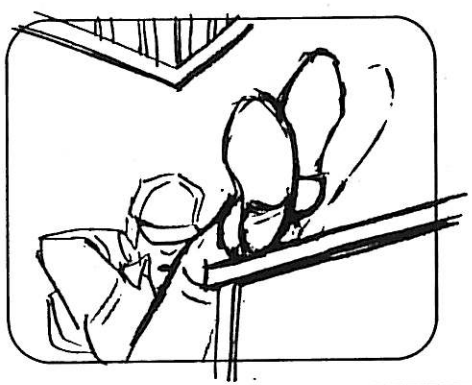
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 9

SCENE 7	TIMING	SCENE 8	TIMING	SCENE 9	TIMING	SCENE 10	TIMING







ACTION/ CLOSE ON PENDULUM CLOCK - HOLD FOR 5 BEATS

ACTION/ CLOSE ON JANINE'S FINGERS - HER NAILS ARE BEING FILED - HOLD FOR FIVE BEATS

ACTION/ ON PETER - CAP PUSHED OVER EYES. HOLD FIVE BEATS

ACTION/ JANINE IS BLOWING BUBBLE - IT POPS - SHE SAYS LINE. HOLD 5 BEATS

DIALOGUE /

DIALOGUE /

DIALOGUE / PETER
Uh, Janine?...

DIALOGUE / JANINE
(preoccupied with nails)
Yeah, Peter?

SOUND FX / CLOCK TICKING (5 TICKS)

SOUND FX / NAILS BEING FILED IN RYTHM OF TICKING CLOCK (5 FILES BACK AND FORTH)

SOUND FX / CLOCK TICKING, NAILS BEING FILED IN RYTHMIC COUNTERPOINT

SOUND FX / POP

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

	SCENE 11	TIMING		SCENE 12	TIMING		SCENE 13	TIMING		SCENE 13	TIMING

ACTION/ PETE PUSHES UP CAP

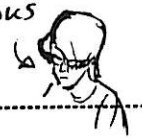
PETER
(laid back)
Think you could cool the bubbles and slow that filing to fifty-five? My heart can't take all the excitement.

SOUND FX /

NOTES /

TIMING /

ACTION/ JANINE LOOKS AROUND AS SHE TALKS



DI/ JANINE
Guess it is kinda quiet today.

SOUND FX /

NOTES /

TIMING /

ACTION/ RAY IS ROCKING IN ROCKING CHAIR - SLIMER IMITATES HIM

DIALOGUE/ RAY
Quiet? We haven't had one ghostbusting call all week.

SOUND FX /

NOTES /

TIMING /

ACTION/

SOUND FX /

NOTES /

TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
14		14		14		14	

ACTION / PAN B.G. BACK AND FORTH DURING SCENE -	ACTION /	ACTION /	ACTION /
DIALOGUE / RAY CONT (deep SIGH)	DIALOGUE / SLIMER (deep SIGH...then accidental...	DIALOGUE / (BURP!)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DiC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 17

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
14		15		15		15	

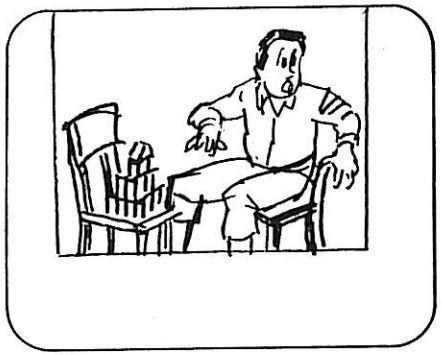
ACTION /	ACTION / TRUCK IN ON WINSTON AS HE BUILDS LAME HOUSE OF CARDS -	ACTION / # FINISHED, HE LEANS BACK, SATISFIED; PATS HIS HANDS	ACTION / HE TURNS TOWARD EGON ,,,
DIALOGUE /	DI/ WINSTON Man, I think the problem is, ,,,	DIALOGUE / WINSTON (CONT) ,,, we're <u>too</u> good:,,	DIALOGUE / WINSTON (CONT) ,,,we've already put away every ghost in town.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

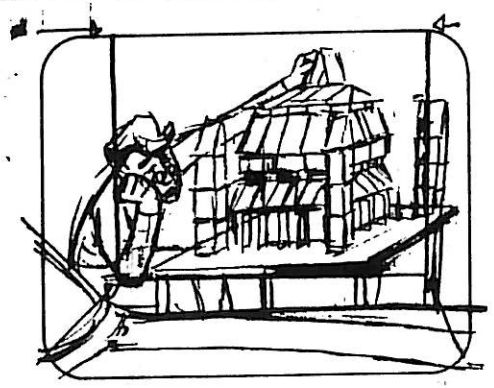
AUDIO VISUAL

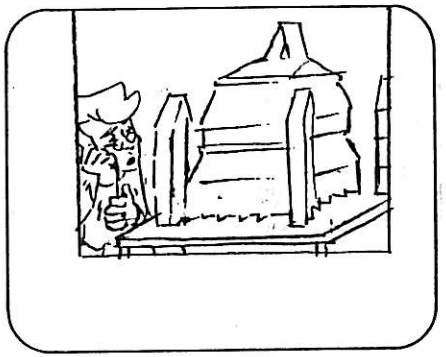
MAINTITLE

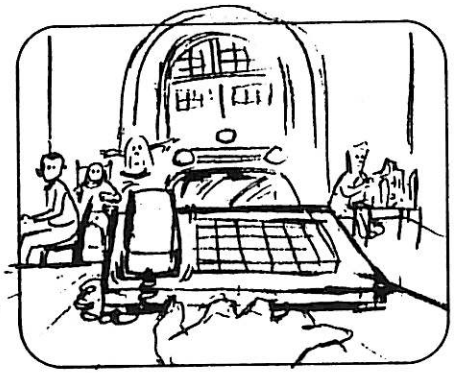
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 13

SCENE 15	TIMING	SCENE 16	TIMING	SCENE 16	TIMING	SCENE 17	TIMING









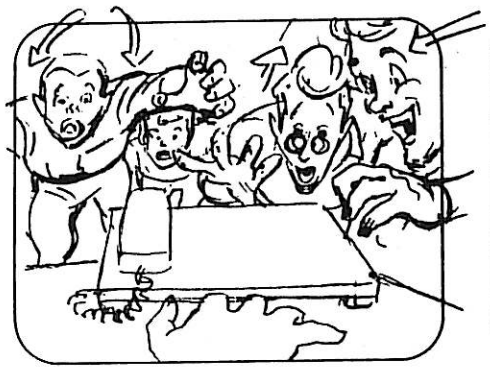
ACTION / 1,, REACTS WITH SUPRISE	ACTION / EGON IS BUILDING REALLY INCREDIBLE HOUSE OF CARDS	ACTION /	ACTION / PHONE RINGS - EVERYBODY FREEZES,,
DIALOGUE /	DIALOGUE / EGON Yes, and put ourselves right out of business.	DIALOGUE / EGON (SIGHS with boredom)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / PHONE RINGING
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

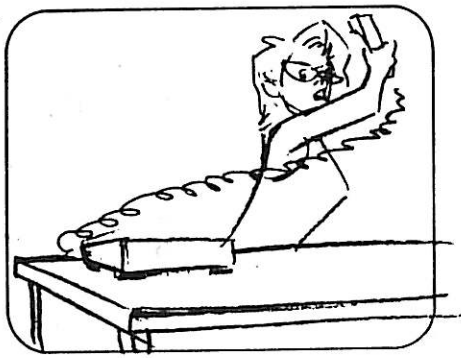
DIC AUDIO VISUAL

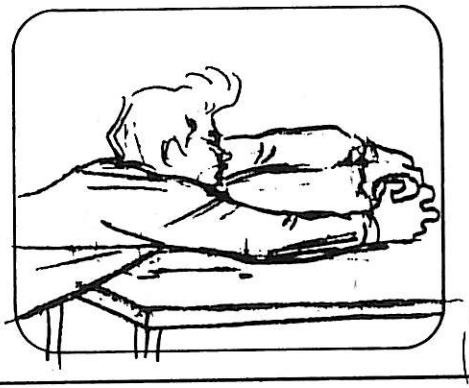
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
17		18		18		18	







ACTION/ ...THEN LEAPS AT PHONE	ACTION/ CUT TO JANINE ALREADY HAVING GRABBED PHONE	ACTION/ PETER LANDS ON TOP OF DESK	ACTION/ EGON LANDS ON TOP OF PETER
DIALOGUE /	DIALOGUE /	DIALOGUE/ GHOSTBUSTERS & SLIMER (ad lib GRUNTS as they hit)	
SOUND FX /	SOUND FX /	SOUND FX/ THUD	SOUND FX/ THUD
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 15

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	16			18			18				

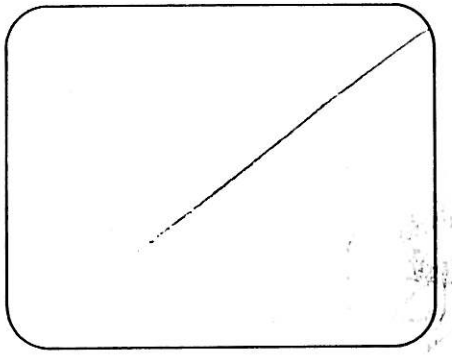
ACTION /	ACTION /	ACTION /	ACTION /
WINSTON LANDS ON EGON	RAY LANDS ON WINSTON	SLIMER SPLATS ONTO THEM.	
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
GHOSTBUSTERS + SLIMER (APPROPRIATE GRUNTS + GROANS)			
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
THUD	THUD	SPLAT	
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

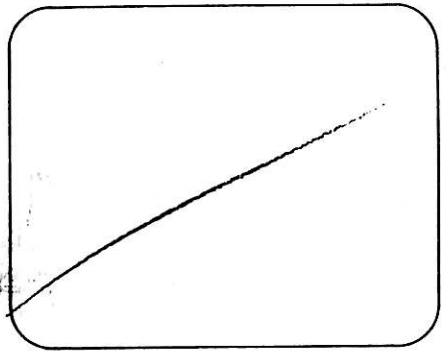
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 16

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
19		20					





ACTION /	ACTION / JANINE PUSHES HER GLASSES UP	ACTION /	ACTION /
DIALOGUE / JANINE SORRY GUYS– THIS IS MY TURF	JANINE (CONT) (into phone) Ghostbusters. If it goes bump in the night, we'll make it right.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 17

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
21		21		21		21	

ACTION/ JANINE WRITES ON NOTEPAD AS SHE TALKS.	ACTION/	ACTION/	ACTION/ SHE HANGS UP PHONE PUTS DOWN PENCIL,,,
DIALOGUE/ JANINE (CONT) Uh-huh. Mmmm-hmmm. Right. Uh-huh.	DIALOGUE/ JANINE (CONT) NO--REALLY?! WOW! THAT'S AMAZING!	DIALOGUE/ JANINE (CONT) WELL, THANKS... BYE.	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE 21	TIMING	SCENE 21	TIMING	SCENE 22	TIMING	SCENE 23	TIMING

ACTION/ ... LEANS BACK, STARTS FILING HER NAILS, BLOWING BUBBLE

ACTION/ BUBBLE POPS

ACTION/

ACTION/ GHOST BUSTERS FALL BACK INTO CHAIRS

DIALOGUE /

D FOUR GHOSTBUSTERS
(after a BEAT)
Well? What've we got?

DIALO JANINE
Casserole recipe from my sister.

FOUR GHOSTBUSTERS & SLIMER
(GROAN in dismay)

SOUND FX /

SOUND FX/ Pop

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

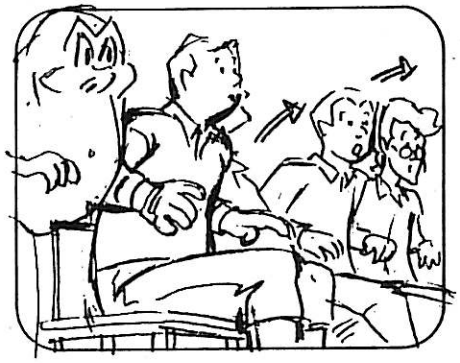
TIMING/

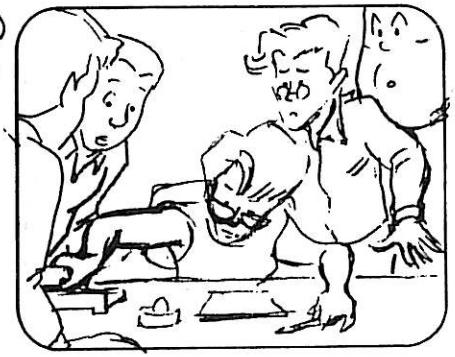
TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				19

SCENE 23	TIMING	SCENE 23	TIMING	SCENE 24	TIMING	SCENE 24	TIMING



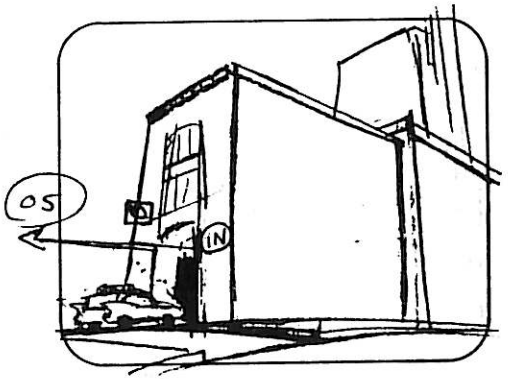


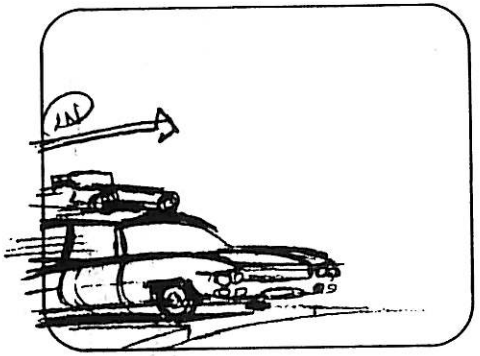
ACTION/ PHONE RINGS - EVERY ONE (EXCEPT PETER) SITS AT ATTENTION...	ACTION/ ... JUMPS (OS)	ACTION/ JANINE WRITES AS SHE TALKS - GHOSTBUSTERS, SLIMER, CROWD IN AROUND HER	ACTION/ SHE HANGS UP PHONE PUTS DOWN PENCIL
DIALOGUE /	PETER Relax, guys. It's probably the dessert recipe.	DIALOGUI JANINE (into phone) Um-hm. Uh-huhn! Right.	DIALOGUE /
SOUND FX / PHONE RINGING	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				20

	SCENE 24	TIMING		SCENE 25	TIMING		SCENE 26	TIMING		SCENE 27	TIMING



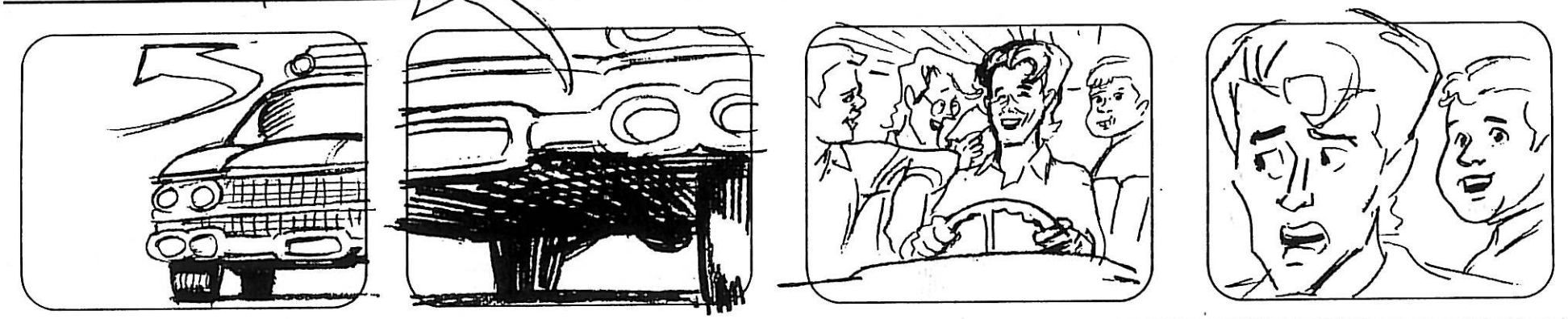


ACTION/ SHE PUSHES BUTTON, RIPS NOTE OFF NOTE PAD	ACTION/	ACTION/ EXT. FIREHOUSE ECTO-ONE BACKS INTO FRAME, O.S,	ACTION/ THEN DRIVES BACK IN, FULL SPEED, FRONT FOWARD,,
DIALOGUE / JACKPOT!!! JANINE	DI GHOSTBUSTERS & SLIMER (ad lib YELLS of delight)	DIALOGUE/	DIALOGUE/
SOUND FX/ RRRIP	SOUND FX/	SOUND FX/ SIREN SQUEELING TIRES	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				21

SCENE 27	TIMING	SCENE 27	TIMING	SCENE 28	TIMING	SCENE 29	TIMING



ACTION /	ACTION /	ACTION /	ACTION /
... ECTO-ONE TURNS, DRIVES OVER AND PAST CAM			
DIALOGUE /	DIALOGUE /	PETER It sure is great to be back in business! Where're we goin'? EGON A haunted house.	PETER DIALOG (dismayed) Another haunted house? RAY Yeah! Isn't it terrific!
SOUND FX / SIREN ~~~~~	SOUND FX / ~~~~~	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 20

SCENE 30	TIMING	SCENE 31	TIMING	SCENE 31	TIMING	SCENE 31	TIMING

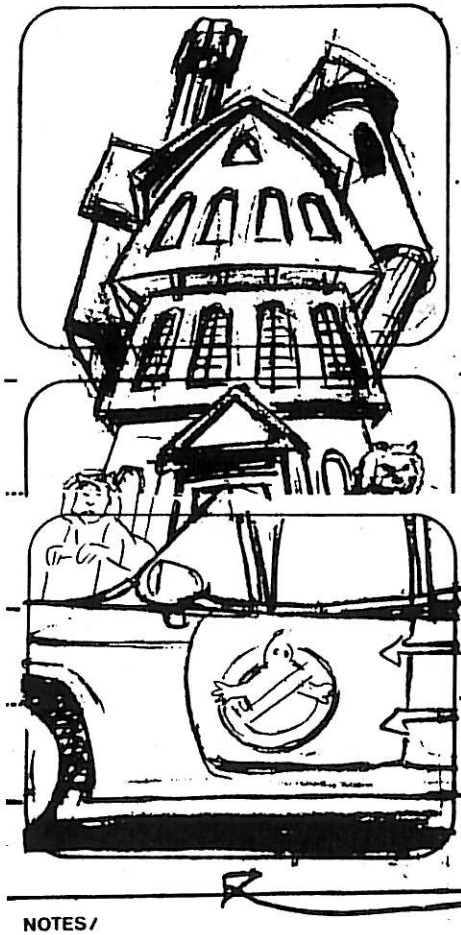
ACTION /	ACTION /	ACTION / PAN FROM WINSTON TO PETE, WHO IS NOT IMPRESSED	ACTION /
DI PETER Ray, the last five haunted house calls were false alarms.	WINSTON But this sounds like the real thing! Check out the address:	WINSTON (CONT'D) (his words fraught with danger) Thirteen-Thirteen Thirteenth Street!	D··· PETER (rolls his eyes, GROANS) Give me a break.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

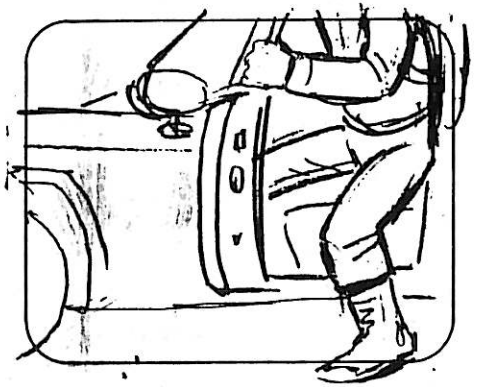
DIC AUDIO VISUAL

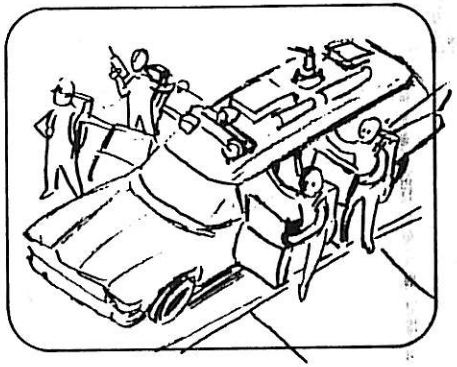
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 23

SCENE 32	TIMING	SCENE 32	TIMING	SCENE 33	TIMING	SCENE 34	TIMING







ACTION/ PAN DOWN MRS. ROGERS HOUSE - ECTO-ONE DRIVES IN, STOPS - PETE OPENS DOOR STEPS INTO FRAME

ACTION/ DOWN SHOT - GHOST BUSTERS STEPS OUT OF ECTO-1

ACTION/

DIALOGUE/

DIALOG

WINSTON
Sure doesn't look haunted.

PETER
(sarcastic, disinterested)
What a surprise.

DIALOGUE/ EGON
But I'm registering definite spectral activity inside.

SOUND FX/ SQUEELING BRAKES

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

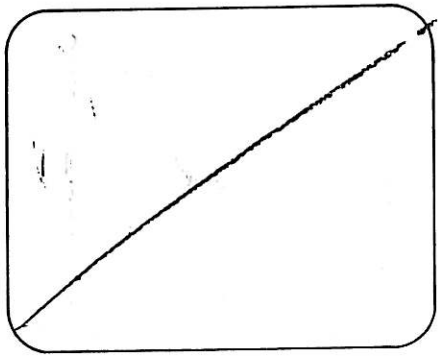
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 24

SCENE 34	TIMING	SCENE	TIMING	SCENE 35	TIMING	SCENE 36	TIMING



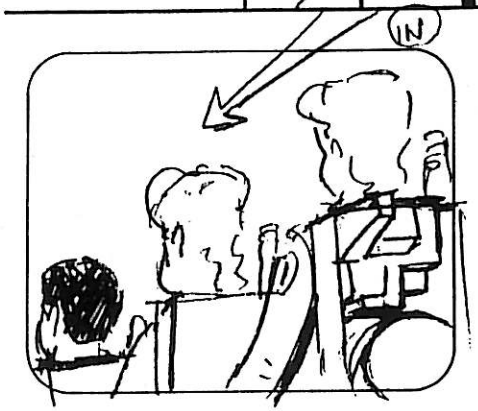
ACTION /	ACTION /	ACTION /	ACTION: RAY, WINSTON WALKS PAST LION, TOWARDS STEPS
DIA/ RAY (excited by the prospect) Fantastic! We've got a live one!	DIALOGUE /	DIALOGUE / EGON That depends on how you define "live".	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

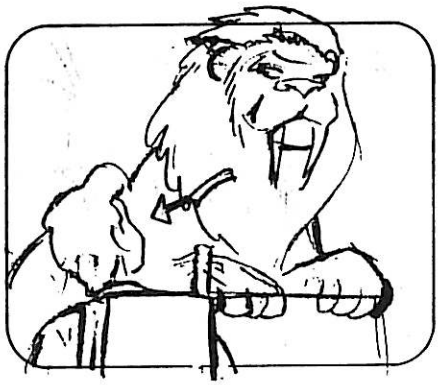
DIC AUDIO VISUAL

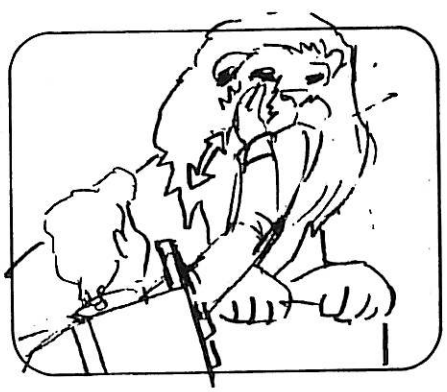
MAINTITLE

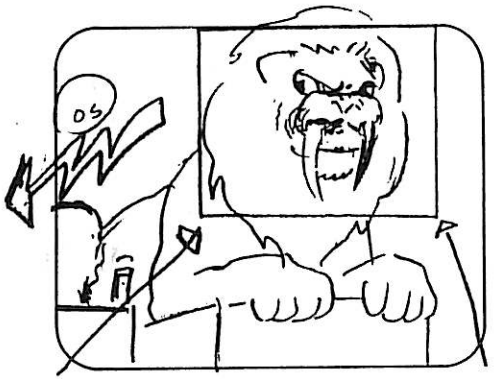
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 25

SCENE 36	TIMING	SCENE 36	TIMING	SCENE 36	TIMING	SCENE 36	TIMING







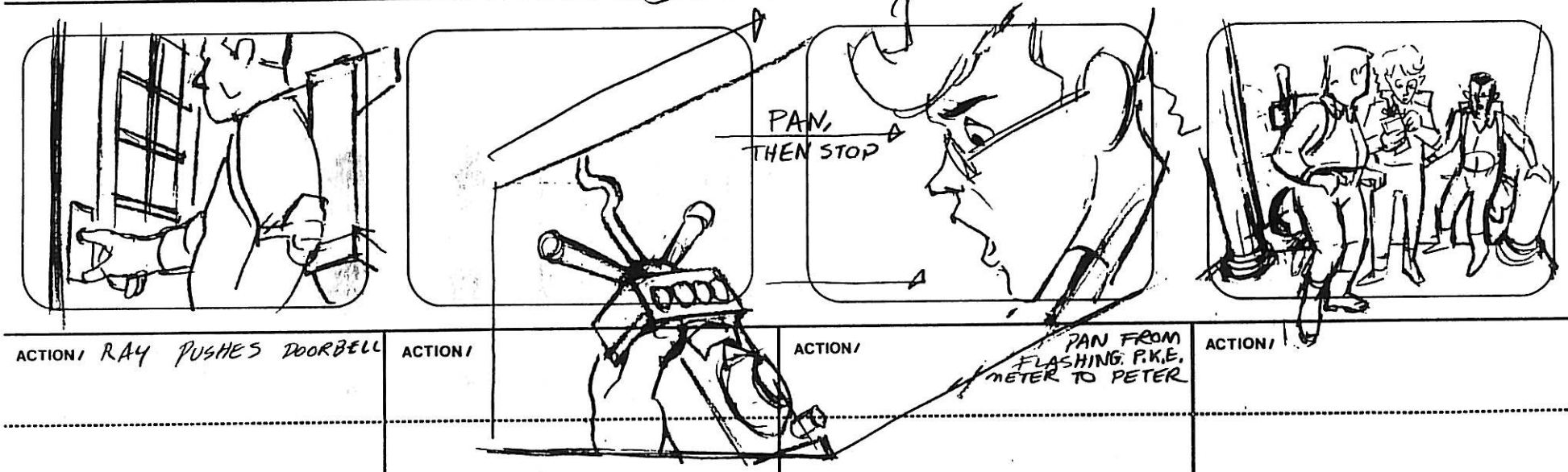


ACTION/ ,,, EGON, PETE, FOLLOW	ACTION/ PETE STOPS - LOOKS UP AT LION ,,,	ACTION/ ,,, REACHES UP, PATS LION'S CHEEK CONDESCENDINGLY	ACTION/ TRUCK IN ON LION AS HE SNARLS ANGRILY
DIALOGUE /	DIALOGU Talk about ug-lyy! PETER	DIALOGUE/ PETE (CONT) With a capital "ugh".	DIALOGUE/ LION (SOFT GROWL)
SOUND FX /	SOUND FX /	SOUND FX/ WHACK	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				26

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
36		39		39		40	



ACTION /	ACTION /	ACTION /	ACTION /
RAY PUSHES DOORBELL		PAN FROM FLASHING P.K.E. METER TO PETER	
DIALOGUE /	DIALOGUE /	DIALOGUE / EGON There is definitely a major psychic force inside...	DIALOGUE / EGON (CONT) (voice drops to a whisper) ...and it's approaching the door.
SOUND FX /	SOUND FX / BEEPING	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				21

SCENE 40	TIMING	SCENE 41	TIMING	SCENE 41	TIMING	SCENE 42	TIMING

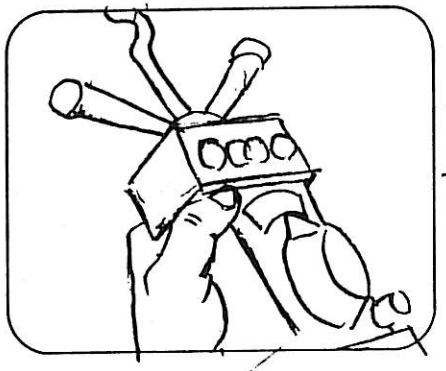
ACTION/ WINSTON, RAY, TURN TOWARDS FRONT DOOR FEARFULLY

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



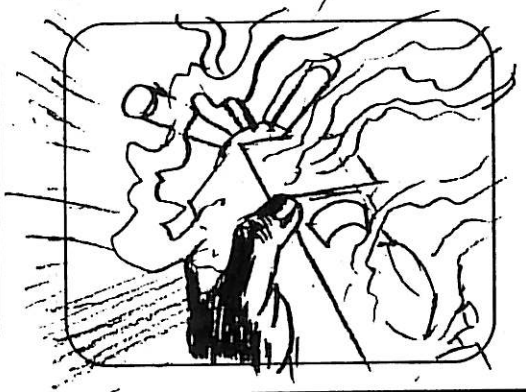
ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION/ P.K.E METER STARTS TO GLOW RED HOT AND SMOKE

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / EGON DROPS IT

DIALOGUE / EGON
Owl

SOUND FX /

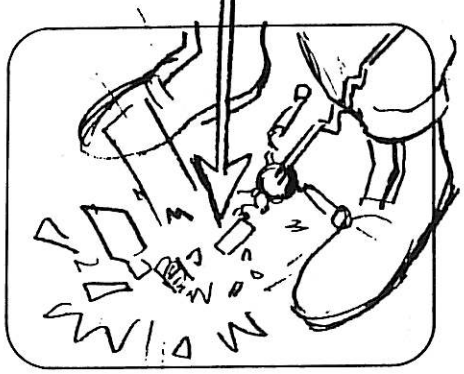
NOTES /

TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				14

	SCENE 43	TIMING		SCENE 44	TIMING		SCENE 44	TIMING		SCENE 45	TIMING



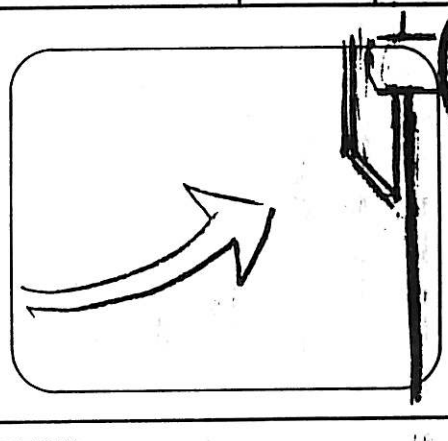
ACTION/ P.K.E. METER HITS GROUND, SHATTERS	ACTION/ PETER WALKS UP STEPS...	ACTION/ EGON KNEELS, BEGINS PICKING UP PIECES OF P.K.E. METER. PETER LEANS AGAINST FILLER	ACTION/
DIALOGUE/	DIALOGUE/ WINSTON Egon, what happened?	DIAl EGON Some strange force sabotaged it.	D PETER I think the scientific term is "klutz-itis".
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 19

SCENE 46	TIMING	SCENE 46	TIMING	SCENE 46	TIMING	SCENE 47	TIMING



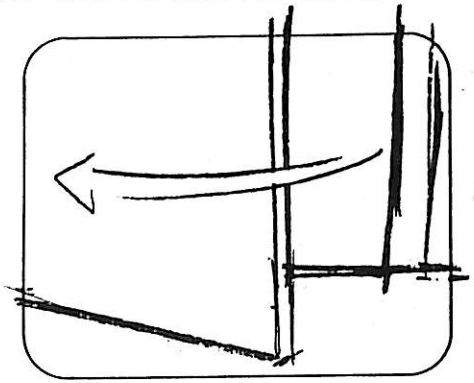
ACTION/	ACTION/ DOOR KNOB STARTS TO TURN	ACTION/	ACTION/ GHOST BUSTERS (EXCEPT PETE) HAVE PROTON GUNS DRAWN DEFENSIVELY
DIALOGUE/ EGON (IRRITATED) PETER, I...	DIALOGUE/	DIALOGUE/	DIALOGUE/ PETER C'mon, guys, you're embarrassing me.
SOUND FX/	SOUND FX/ RATTLE	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

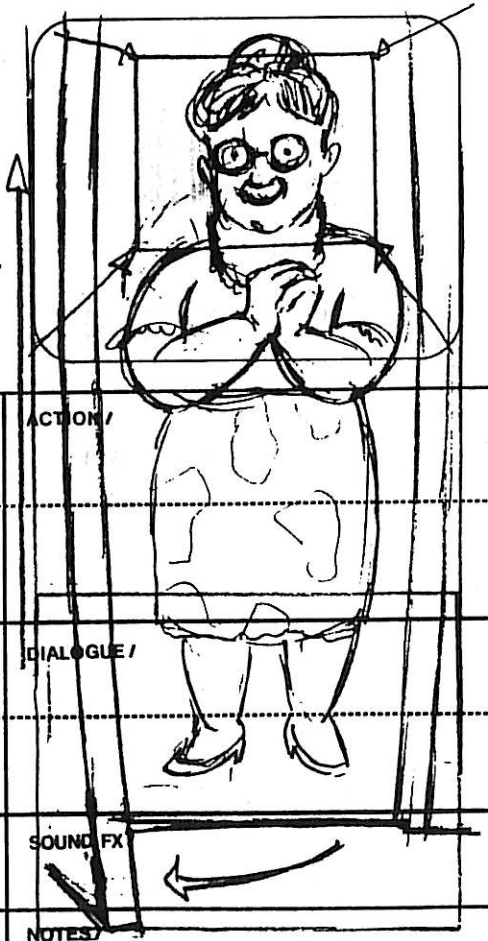
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 30

SCENE 47	TIMING	SCENE 47	TIMING	SCENE 48	TIMING	SCENE 48	TIMING





ACTION/ DOOR OPENS - PAN UP TO MRS. ROGERS FACE - TRUCK IN - SHE SAYS HER LINE.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

MRS. ROGERS
Thank goodness you're here! Please come in! I'm Mrs. Rogers!

TIMING /

ACTION /

DIALOGUE / Yes, ma'am. PETER

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE / PETER (CONT)
Don't forget to wipe your feet, guys...

SOUND FX /

NOTES /

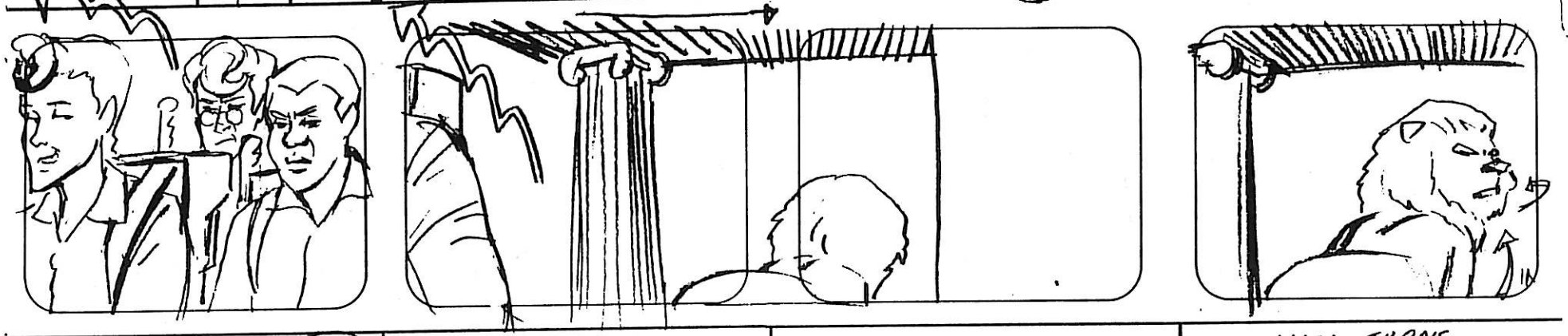
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 31A

SCENE 48	TIMING	SCENE 48	TIMING	SCENE 48	TIMING	SCENE 48	TIMING

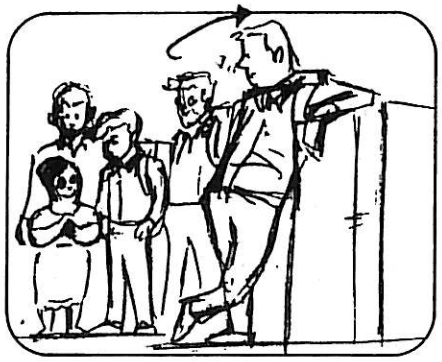


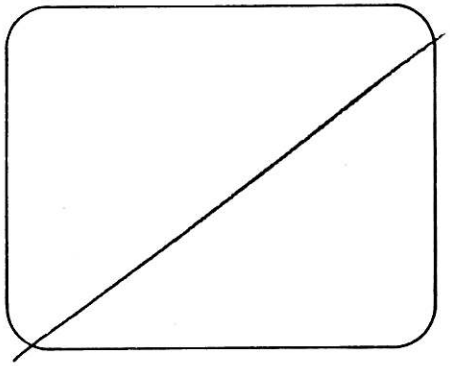
ACTION / PETE WALKS (O.S.) OTHERS FOLLOW	ACTION / PAN OVER TO STONE LION	ACTION /	ACTION / LION TURNS TOWARD CAM, GROWLS
DIALOGUE / PETER (CONT) ,,, and your lower lips.	DIALOGUE /	DIALOGUE /	DIALOGUE / LION (SOFT GROWL)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

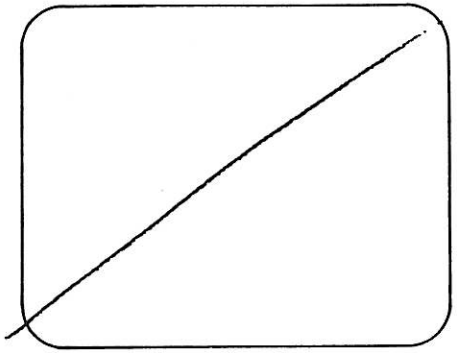
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				71B

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
49		49					







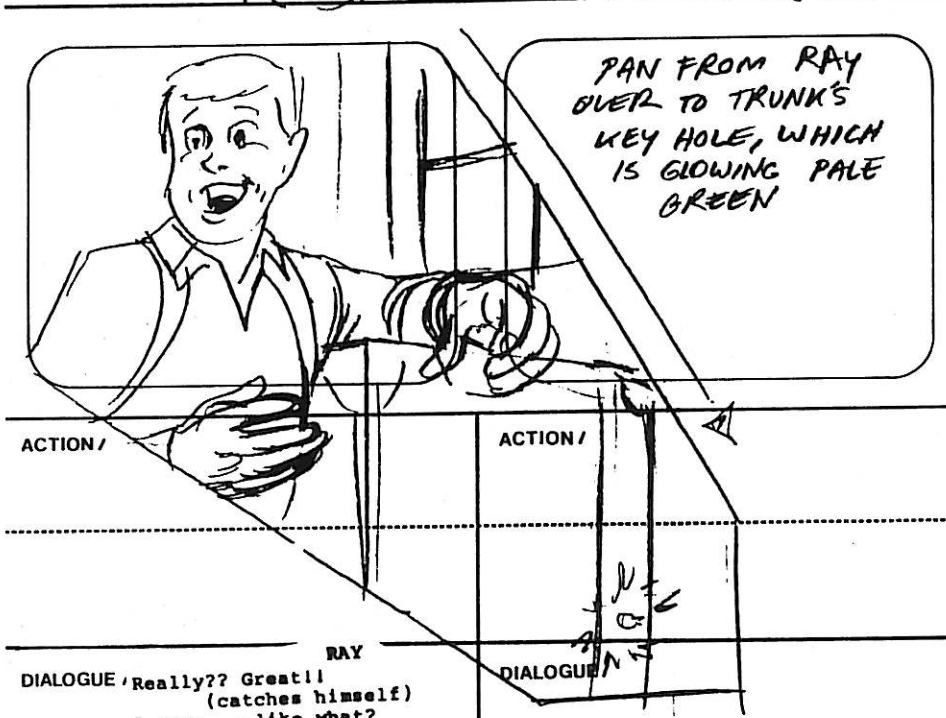
ACTION/ INT. MRS. ROGERS HOUSE- ENTRY WAY MRS. R. LEADS THEM IN... RAY SEES UPRIGHT...	ACTION/ ...CHEST/ WALKS OVER, LEANS AGAINST IT CASUALLY	ACTION/	ACTION/
DIALOGUE/ MRS. ROGERS (as they go) I'm sorry to trouble you boys, but very strange things have been happening around here.		DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

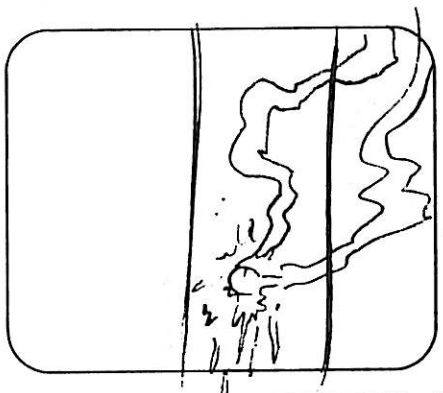
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 31

SCENE 50	TIMING	SCENE 50	TIMING	SCENE 50	TIMING	SCENE 51	TIMING





ACTION /	ACTION /	ACTION / GREEN SLIME AND SMOKE OOZE OUT OF KEYHOLE	ACTION /
DIALOGUE / RAY Really?? Great!! (catches himself) I mean,...like what?	DIALOGUE /	DIALOGUE /	DIALOGUE / MRS. ROGERS Oh, all kinds of things. Noises. Voices. Funny lights.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

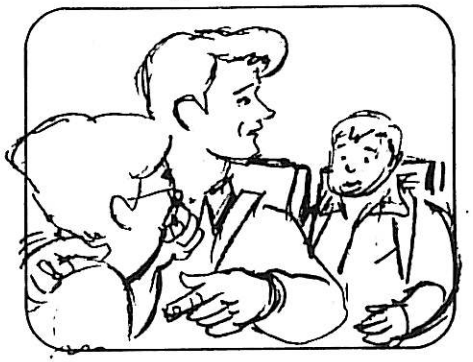
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 33

SCENE 51	TIMING	SCENE 51	TIMING	SCENE 51	TIMING	SCENE 52	TIMING

PAN SLIGHTLY

PAN SLIGHTLY



ACTION/ SHE TURNS QUICKLY, GRABS PETE BY HIS PACK STRAPS, BURIES HER HEAD IN HIS CHEST

ACTION/ HE PATS HER GINGERLY ON THE BACK

ACTION/ PETE TURNS TOWARD RAY

ACTION/

DIALOGUE/ MRS. Rogers
Oh, I just can't stay here any longer! It's too horrible!

DIALOGUE/ PETER
Easy, ma'am.

DIALOGUE/ PETER (CONT)
Ray, drive Mrs. Rogers to headquarters.

DIALOGUE/ PETER (CONT)
She can stay there while we battle the --
(derisive SNORT)
-- unspeakable horrors here.

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

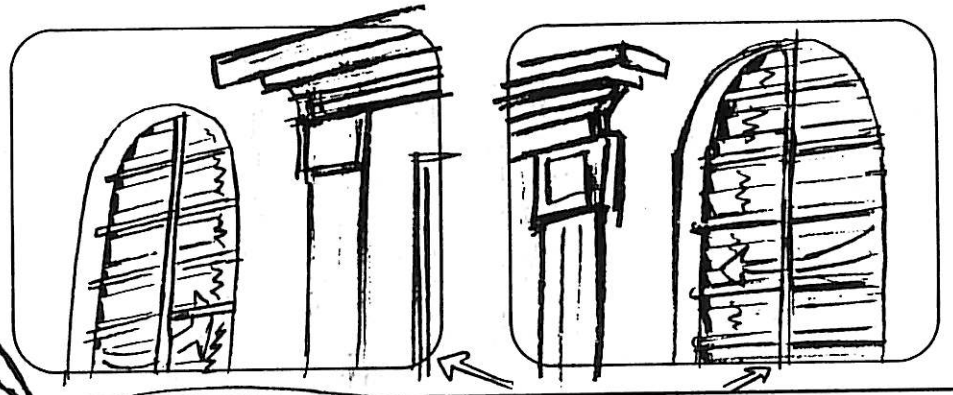
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 34A

SCENE 53	TIMING	SCENE 53	TIMING	SCENE 55A	TIMING	SCENE 55B	TIMING



ACTION/ MRS ROGERS AND RAY WALK IN, STOP MRS. R. IS HOLDING BIRDCAGE WITH PARAKEET

ACTION/ SHE SAYS LINE, THEN THEY WALK O.S.

EGON, WINSTON, PETE WATCH DOOR CLOSE, TURN, WALK AWAY INTO LIVING ROOM

ACTION/ SHUTTER CLOSES, LOCKS

SHUTTER ON OTHER WINDOW CLOSES, LOCKS

DI (looks back at others) You're so kind. But please, ...: (dramatic pause) ...be careful.

MRS. ROGERS

DIALOGUE/

DIALOGUE/

SOUND FX/

SOUND FX/

QUIET SLAM

SOUND FX/ QUIET SLAM

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

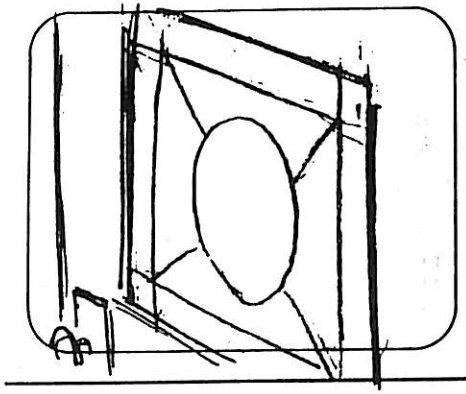
TIMING/

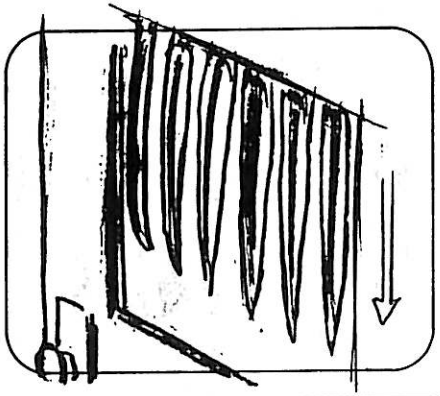
DIC AUDIO VISUAL

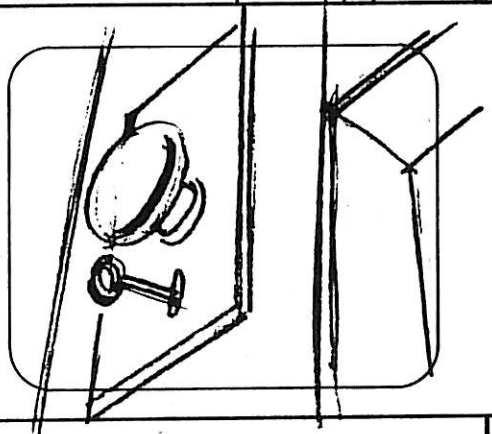
MAINTITLE

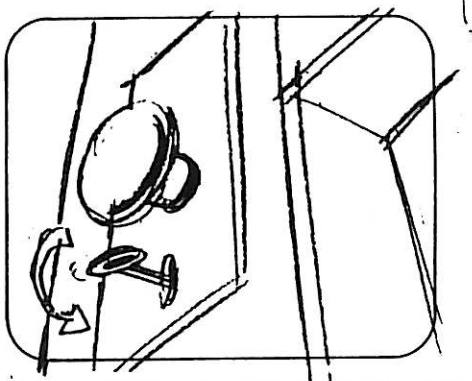
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 34B

SCENE 56	TIMING	SCENE 56	TIMING	SCENE 57	TIMING	SCENE 57	TIMING









ACTION /	ACTION / IRON GRATING SLIDES DOWN OVER STAINGLASS WINDOW IN FRONT DOOR	ACTION /	ACTION / KEY TURNS IN LOCK BY ITSELF, LOCKING DOOR
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / SOFT CLANG	SOUND FX /	SOUND FX / CLICK
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 24

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
57		57		57		57	

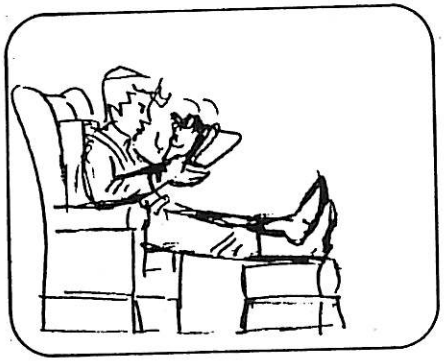
ACTION/ KEY HOLE TURNS INTO MOUTH, TOUNG STICKS OUT, FLIPS KEY...	ACTION/ ... INTO MOUTH ...	ACTION/ ... MOUTH EATS KEY...	ACTION/ ... BURPS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / CHEWING	SOUND FX / SWALLOWING
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 35A

SCENE 56	TIMING	SCENE 57	TIMING	SCENE	TIMING	SCENE	TIMING



ACTION/ INT. LIVING ROOM
PETE FLOPS DOWN INTO CHAIR, PUTS FEET UP ON STOOL...

ACTION/ ... TAKES OUT NOTE PAD, STARTS WRITING

ACTION/

ACTION/

DIAL PETER (wearily, as he writes)
O.K. Winston, check under the beds, in the closets,...the usual.
EGON, YOU GET TO WORK REPAIRING THE P.K.E. METER

DIALOGUE/

DIALOGUE/

DIALOGUE/

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

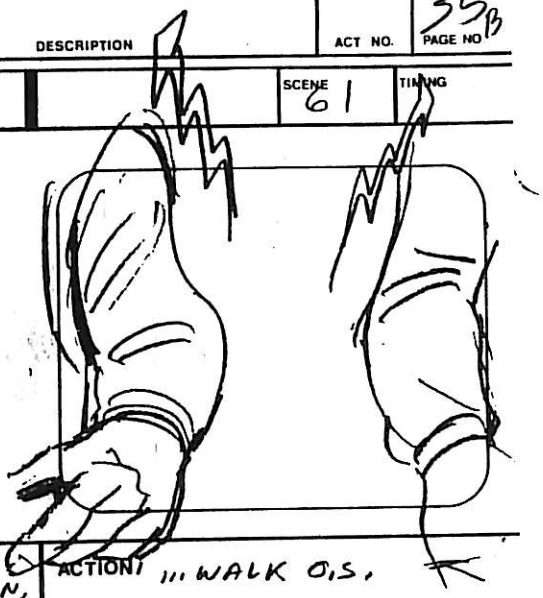
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 35B

SCENE 59	TIMING	SCENE 60	TIMING	SCENE 61	TIMING	SCENE 61	TIMING



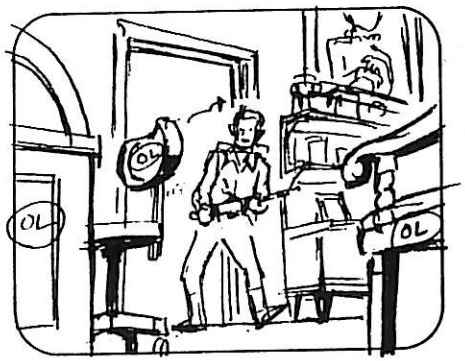
ACTION /	ACTION /	ACTION / WINSTON, EGON, LOOK AT EACH OTHER, WITH IRRITATION, TURN, ...	ACTION / ... WALK O.S. PAST CAMERA
DIALOGUE / WINSTON (annoyed) Peter, what're you doing?	PETER: The important stuff: -- writing up our bill.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

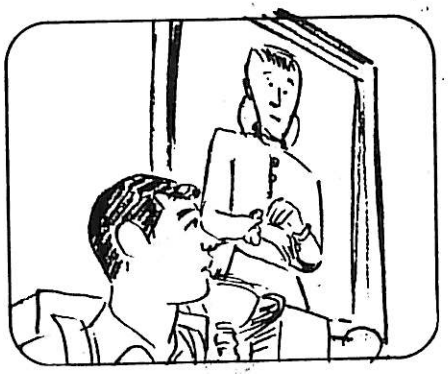
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 36

SCENE 62	TIMING	SCENE 63	TIMING	SCENE 63	TIMING	SCENE 63	TIMING





ACTION/ WINSTON STRIDES INTO BACK PARLOR	ACTION/ DEMON IN PICTURE BEHIND HIM STICKS OUT TOUNG AT HIM	ACTION/ HE TURNS TO LOOK, IT BECOMES PICTURE AGAIN.	ACTION/ HE LOOKS AWAY, SHE MAKES FACE AT HIM
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
			WINSTON (calls over shoulder) Nothing in here.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				37

SCENE 64	TIMING	SCENE 64	TIMING	SCENE 64	TIMING	SCENE 65	TIMING

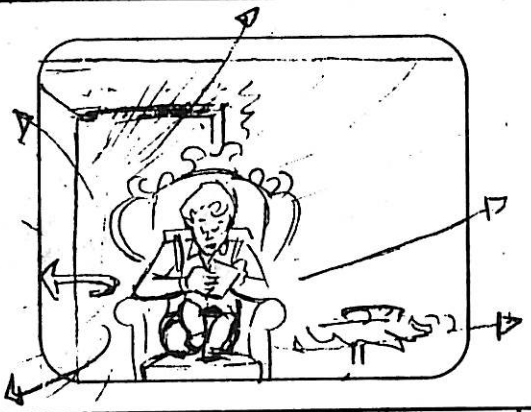
ACTION / (3) EGON STEPS INTO DOORWAY	ACTION (2) FLAME IS DANCING ON STOVE, JUMPING UP AND DOWN ON BURNERS - COVERS ON JARS ARE HOPPING UP AND DOWN, MUGS ON RACK ARE JIGGLING BACK AND FORTH IN TIME	ACTION / (1) PAN ACROSS KITCHEN PLATES ARE DANCING ON TABLE - CURTAINS ARE FLUTTERING -	ACTION / HE LOOKS AROUND - EVERYTHING IS STILL
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 38

SCENE 66	TIMING	SCENE 67	TIMING	SCENE 67	TIMING	SCENE 68	TIMING

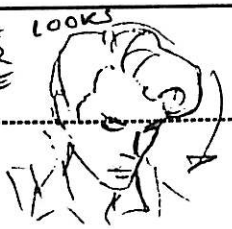


ACTION/ EGON WALKS IN, SITS DOWN AT KITCHEN TABLE, PULLS OUT PIECES OF PIE, METER ONTO TABLE

ACTION/

ACTION/ CLOSEY BEHIND PETE - IT GLOWS GREEN INSIDE - A BREEZE BLOWS OUT OF IT

ACTION/ PETE LOOKS DOWN AFTER SAYING LINE



DIALOGU EGON
(calls out)
The kitchen's clean.

PETER
(calls out)
I told you guys haunted houses were a lotta hot air.

DIAL EERIE VOICE
(somber, within the breeze)
Wat...!

PETER
(calls out, a little louder)
I said they're a lotta hot air.

SOUND FX/

SOUND FX/

SOUND FX/ BREEZE

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

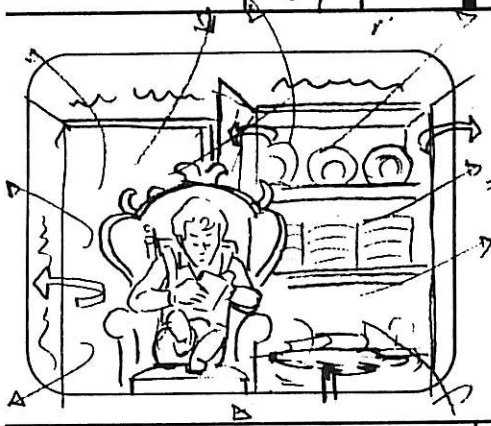
TIMING/

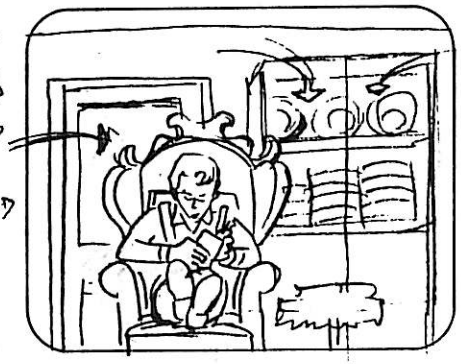
DIC AUDIO VISUAL

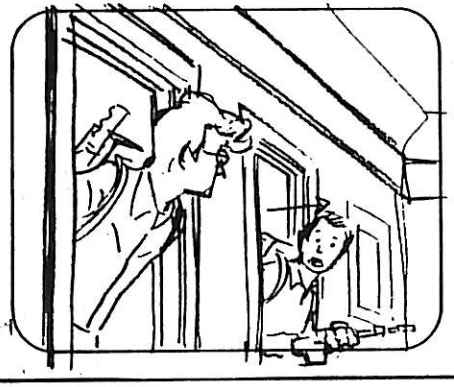
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 39.

SCENE 69	TIMING	SCENE 69	TIMING	SCENE 70	TIMING	SCENE 70	TIMING







ACTION/ CLOSET AND CHINA CABINET FLY OPEN, GLOW GREEN INSIDE, STRONG BREEZE BLOWS OUT

ACTION/ DOORS CLOSE AGAIN

ACTION/ EGON STEPS IN FROM KITCHEN

ACTION/ WINSTON STEPS IN FROM BACK PARLOR

DIALOGUE/

EERIE VOICE
(recorded twice, to sound like two)
Wat...!

DIALOGUE/ PETER
Who said "what?"

DIALOGUE/
What? EGON
PETER (NO)
(turning) Did you say "what?"
EGON (MILDLY IRRITATED)
PETER, I'M TRYING TO WORK.

DIALOGUE/
WINSTON
Say what?
EGON
I didn't say "what."

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

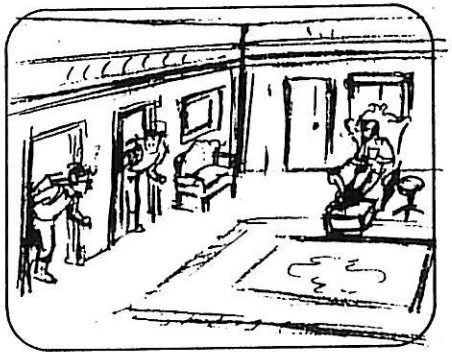
TIMING/

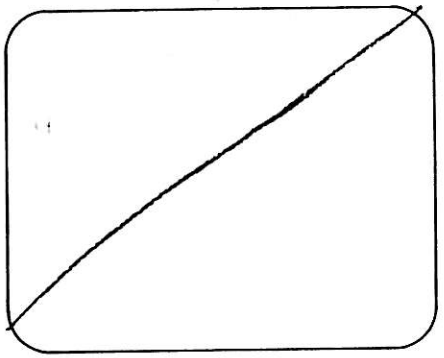
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 40

	SCENE 71	TIMING		SCENE 72	TIMING		SCENE 73	TIMING		SCENE	TIMING





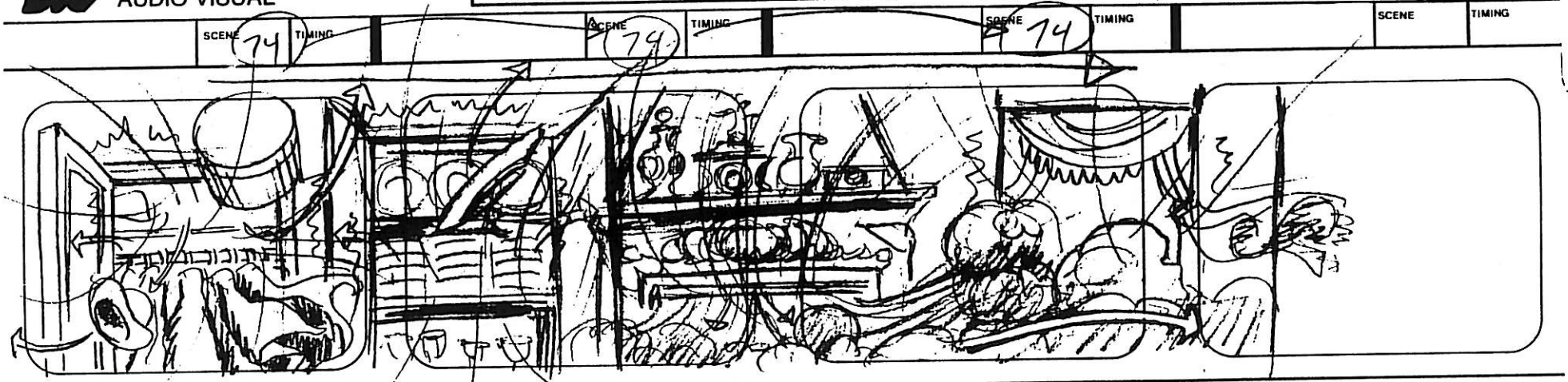
ACTION /	ACTION /	ACTION /	ACTION /
DIALOG PETER Who did? WINSTON Did what? PETER Say "what."	D WINSTON Man, we didn't say a word.	DIALC PETER (insulted) Yeah, right. Then who did??	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

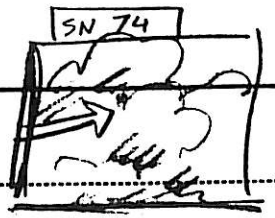
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 41

SCENE 74	TIMING	SCENE 74	TIMING	SCENE 74	TIMING	SCENE	TIMING



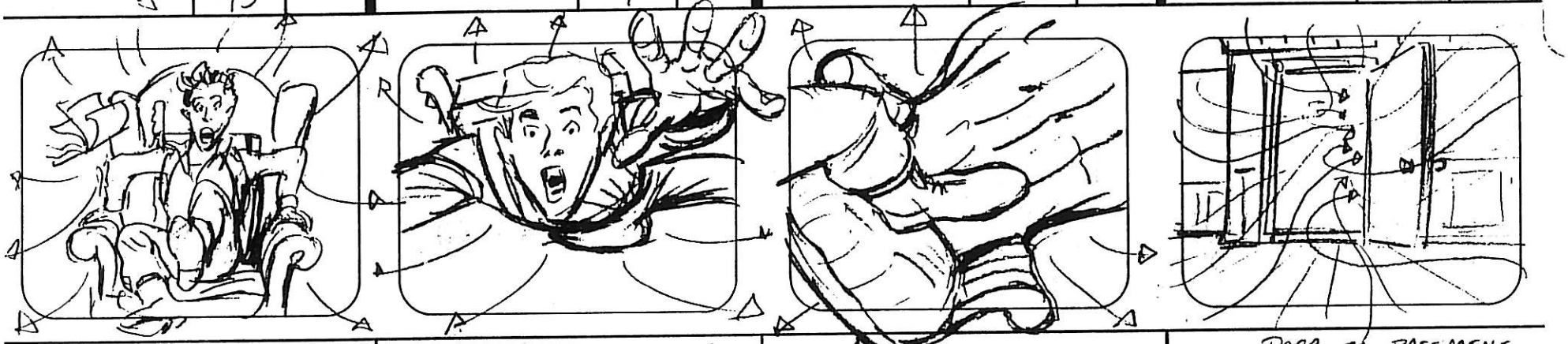
ACTION/ PAN ACROSS CLOSET, CHINA CABINET, AS THEY FLY OPEN, GLOWING GREEN, STRONG WIND BLOWING..	ACTION/ ... OUT ALONG WITH LOOSE ARTICLES OF CLOTHING, CHINA DISHES ... PAN ACROSS FIRE PLACE, GLOWING GREEN, STRING	ACTION/ WIND BLOW OUT OF IT, CARRYING GREEN SOOT WITH IT- PAN ACROSS OPEN WINDOW, GLOWING GREEN, CURTAINS...	ACTION/ ... FLAPPING IN STRONG WIND - GREEN SOOT FILLS FRAME
			SN 74 
DIALOGUE /	EERIE VOICES (multiple tracks) WATTT....!!!!	DIALOGUE/	DIALOGUE /
SOUND FX / LOUD WIND	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 42

SCENE 75	TIMING	SCENE 75	TIMING	SCENE 75	TIMING	SCENE 76	TIMING



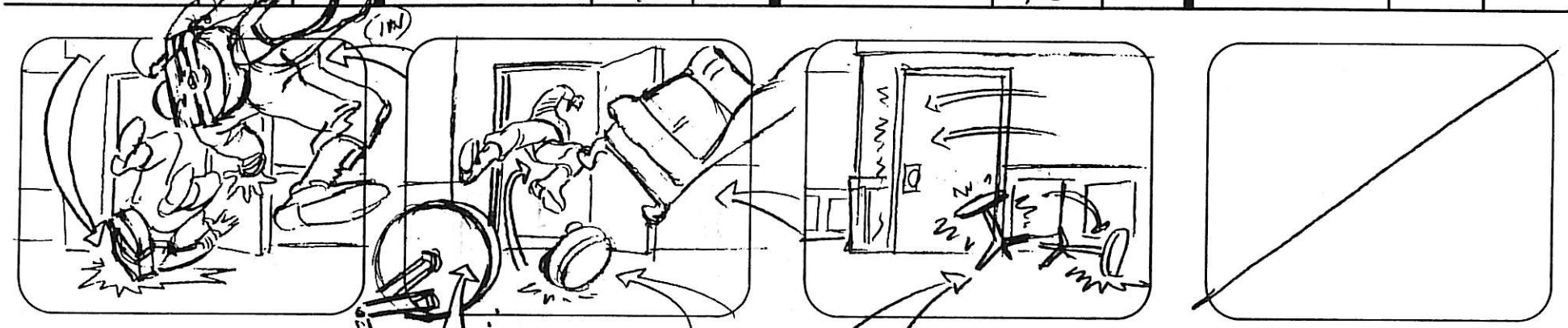
ACTION/ PETE IS BLOWN OUT OF CHAIR, OVER AND PAST CAM...	ACTION/ ... CHAIR FOLLOWS HIM, FILLS FRAME	ACTION/	ACTION/ DOOR TO BASEMENT IS OPEN - WIND FUNNELS DOWN IT
DIALOGUE/ PETER (YELLS as he goes)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ LOUD WIND	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 43

SCENE 16	TIMING	SCENE 16	TIMING	SCENE 16	TIMING	SCENE	TIMING

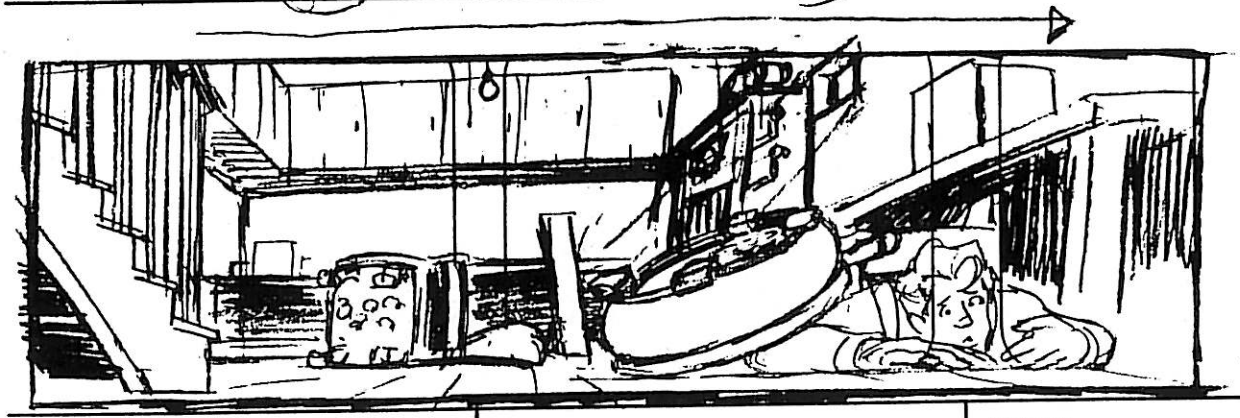


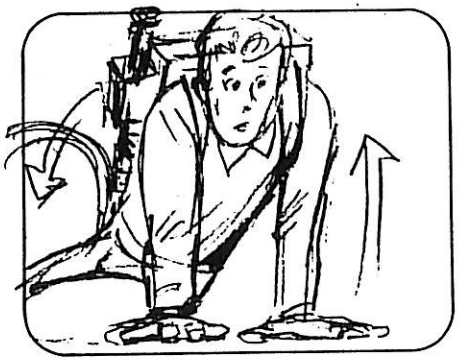
ACTION / PETE IS BLOWN INTO FRAME, LANDS ON FLOOR WITH THUD, IS PICKED UP AGAIN, CARRIED O.S. THRU DOOR TO BASEMENT	ACTION / VARIOUS PIECES OF FURNITURE FOLLOW HIM DOWNSTAIRS	ACTION / DOOR SLAMS SHUT, WIND STOPS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / LOUD WIND WHAM	SOUND FX / THUDS	SOUND FX / SLAM THUDS	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				44

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
77		77		77		77	





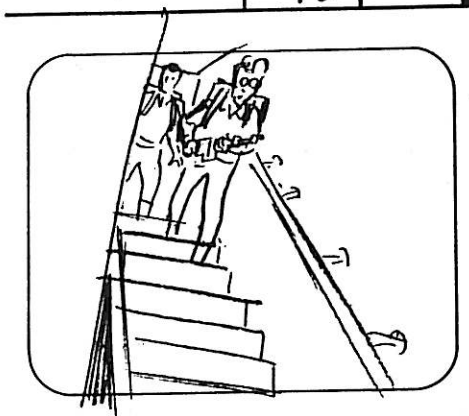
ACTION / PAN ACROSS BASEMENT	ACTION / " OVER TO PETE "	ACTION /	ACTION / " HE SITS UP
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

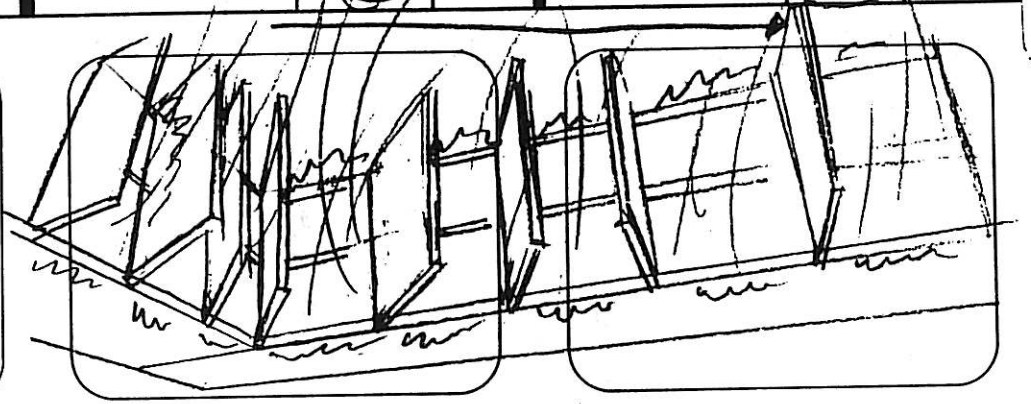
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 45

SCENE 78	TIMING	SCENE 79	TIMING	SCENE 80	TIMING	SCENE 80	TIMING



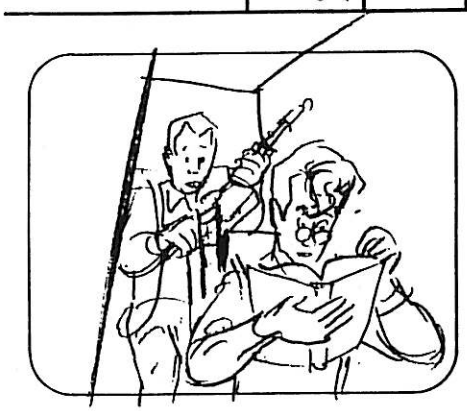


ACTION/ WINSTON, EGON AT TOP OF STAIRS	ACTION/	ACTION/ PAN ACROSS CABINETS- DOORS FLY OPEN - GLOWING GREEN INSIDE - WIND BLOWS,	ACTION/ ;;, OUT OF THEM
DIALC WINSTON Peter -- are you all right?	DIALOGUE/ PETER Yeah, but what happened?	DIALOGUE/ EERIE VOICES (alternating quickly from door to door) WAT! WAT! WAT! WAT!	
SOUND FX/	SOUND FX/	SOUND FX/ LOUD WIND	SOUND FX/
NOTES/	NOTES/	NOTES/ DOORS RATTLING	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				46

SCENE 81	TIMING	SCENE 82	TIMING	SCENE 83	TIMING	SCENE 83	TIMING



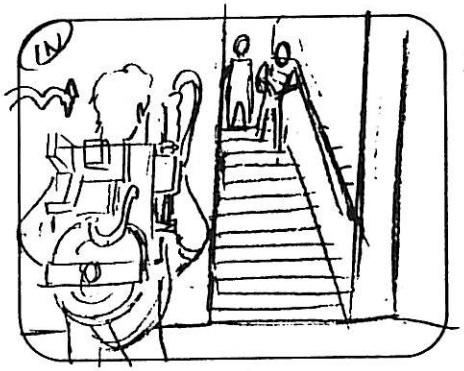
ACTION/ EGON HOLDS BOOK, FLIPS THRU IT	ACTION/	ACTION/ PETE STANDS UP - PAN TO	ACTION/ KEEP HIM IN FRAME - HE WALKS O.S.
EGON (hurriedly flipping through pages) According to Tobin's "Spirit Guide"...	DIALOGUE/ EGON (CONT) "WAT IS A DOMINANT FORCE OF THE UNDERWORLD...	DIALOGUE/ EGON (VO) (CONT) "...leader of a legion of evil demons."	
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

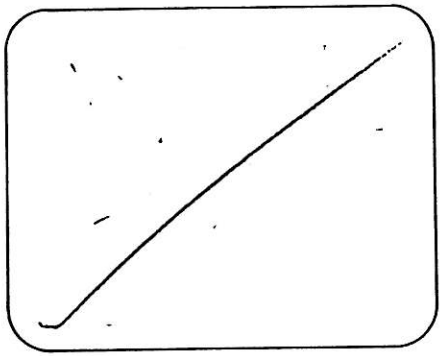
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 47

SCENE 84	TIMING	SCENE 85	TIMING	SCENE 85	TIMING	SCENE	TIMING





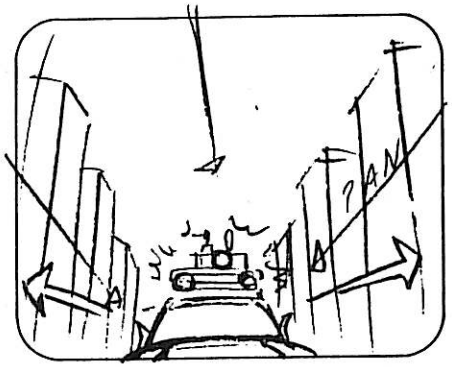
ACTION/ PETE WALKS IN	ACTION/	ACTION/ EGON LOOKS UP AT CAM, SCARED	ACTION/
DIALOGUE/ EGON (CONT) "Wat's goal is to invade and conquer...	DIALOGUE/ EGON (CONT) "... the living world."	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

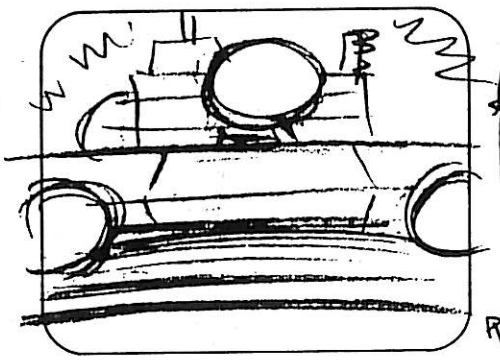
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 48

SCENE 86	TIMING	SCENE 86	TIMING	SCENE 87	TIMING	SCENE 88	TIMING





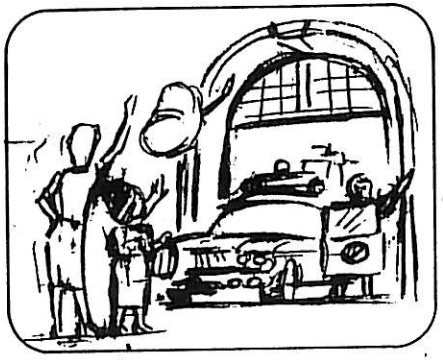
ACTION/ ECTO-1 DRIVES FAST STRAIGHT AT CAMERA WITH LIGHTS FLASHING - USE	ACTION/ AS WIPE	ACTION/ IN, GARAGE OF FIREHOUSE T.U. ON SLIMER, JANINE, RAY AND MRS, R.	ACTION/
DIALOGUE/	DIALOGUE/	RAY Don't worry about a thing, Mrs. Rogers, Janine will take good care of you.	MRS. ROGERS DIA Oh, you're such dears. RAY Just part of the Ghostbusters' personal service, ma'am!
SOUND FX/ SIREN	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

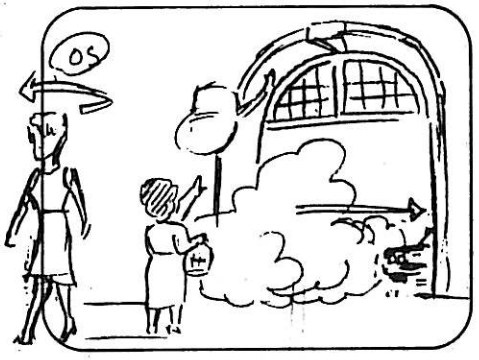
DIC AUDIO VISUAL

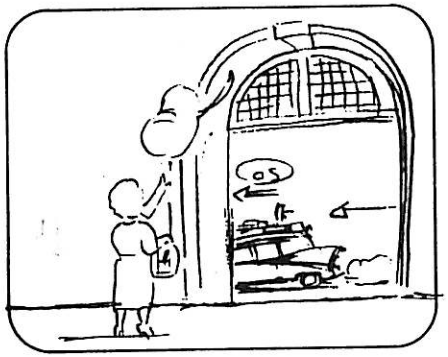
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 49

SCENE 89	TIMING	SCENE 90	TIMING	SCENE 90	TIMING	SCENE 90	TIMING







ACTION/	ACTION/ RAY GETS INTO CAR, BACK O.S. JANINE TURNS, WALKS O.S. —	ACTION/ - SLIMER, MRS. R. CONTINUE TO WAVE O.S.	ACTION/ ECTO-1 DRIVES THRU FRAME, SEEN THRU DOORWAY
DIALOGUE/ RAY. I'VE GOT TO BE HEADING BACK-- WE'LL HAVE YOUR HOUSE CLEANED OUT IN A JIFFY	DIALOGUE/ JANINE/MRS. ROBER'S 'BYE! RAY BYE!	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/ CAR DOOR SLAM	SOUND FX/ ENGINE REVVING TIRES SQUEELING	SOUND FX/ CAR RECEDING INTO DISTANCE
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 50

SCENE 91	TIMING	SCENE 91	TIMING	SCENE 92	TIMING	SCENE 93	TIMING

ACTION/ JANINE WALKS UP TO MRS. R. CARRYING TRAY WITH PLATE OF COOKIES, GLASS OF MILK

DIALOGUE/ MRS. ROGERS (QUIET, EVIL CHUCKLE) JANINE OH, MRS ROGERS...

SOUND FX/

NOTES/

TIMING/

ACTION/ MRS. R. IS GLOWING EVILLY - SHE TURNS, STARTLED AS JANINE CALLS HE NAME - SLIMER LOOKS AT COOKIES

DIALOGUE/ MRS ROGERS (STARTLED) OH...'

JANINE
Here, Mrs. Rogers, just make yourself at home.

SOUND FX/

NOTES/

TIMING/

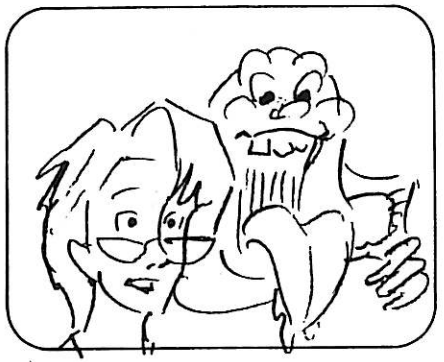
ACTION/ SLIMER'S P.O.V.

DIALOGUE/

SOUND FX/

NOTES/

TIMING/



ACTION/ SLIMER DROOLS LOUDLY FOR COOKIES

DIALOGUE/ JANINE (CONT) WOULD YOU LIKE SOME...

SLIMER
(SLURP! DROOL!)

SOUND FX/

NOTES/ PLEASE RECORD JANINE'S AND SLIMER'S DIALOGUE SIMULTANEOUSLY

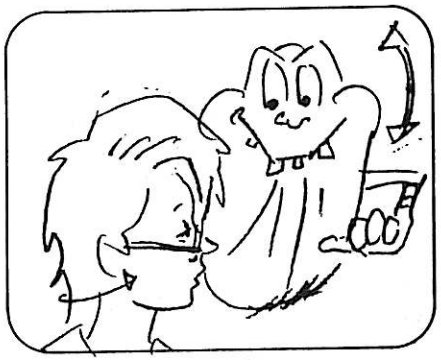
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 51

SCENE 93	TIMING	SCENE 93	TIMING	SCENE 93	TIMING	SCENE 94	TIMING



ACTION/ SLIMER NODS 'YES' QUICKLY AND REPEATEDLY

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION/ JANINE SHAKES HER HEAD NO.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION/

DIALOGUE/ JANINE (CONT) ... COOKIES?

SOUND FX /

NOTES /

TIMING /

ACTION/ SLIMER FLIES IN BACKWARDS, LANDS ON...

DIALOGUE/ SLIMER HMPH!

SOUND FX/ SPLAT

NOTES /

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				52

SCENE 95	TIMING	SCENE 95	TIMING	OS SCENE 96	TIMING	OS SCENE 97	TIMING

ACTION /

ACTION /

ACTION /

ACTION / JANINE WALKS THRU FRAME - MRS. R. FOLLOWS

MRS. ROGERS
Oh, thank you, sweetie, but what I'd really like...

MRS. ROGERS (CONT.)
(gets embarrassed, confidential)
...is a little tour of your facinating place! (giggles shyly)

DIALOGUE / No problem! JANINE (VO)
MRS ROGERS OH GOODY

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

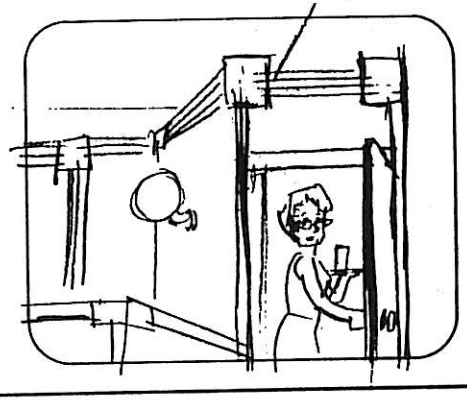
TIMING /

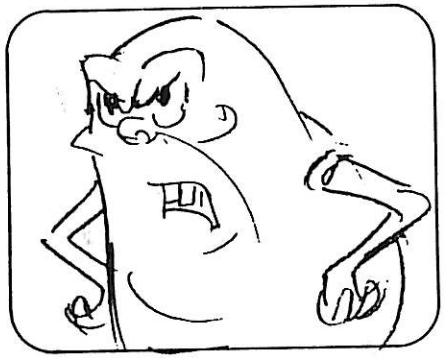
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 53

SCENE 91	TIMING	SCENE 97	TIMING	SCENE 98	TIMING	SCENE 99	TIMING



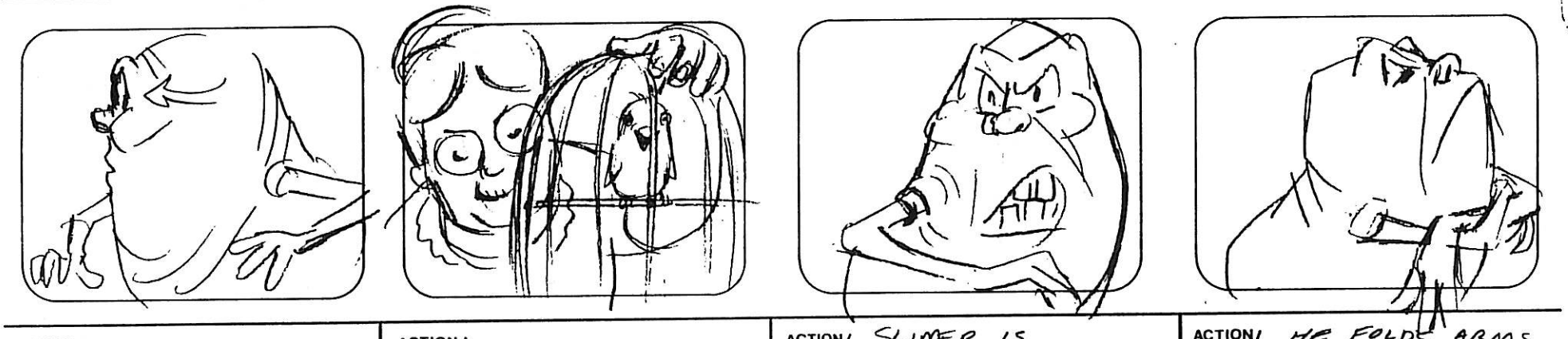


ACTION/ MRS. R. SETS BIRD CAGE ON DESK NEXT TO SLIMER	ACTION/	ACTION/	ACTION/
DIALOGUE/	MRS. ROGERS Will Precious be safe here?	DIALOGUE/ JANINE Sure. Slimer's a great bird-sitter.	DIALOG SLIMER (annoyed GRUNT at being volunteered...)
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				54

SCENE 99	TIMING	SCENE 100	TIMING	SCENE 101	TIMING	SCENE 101	TIMING



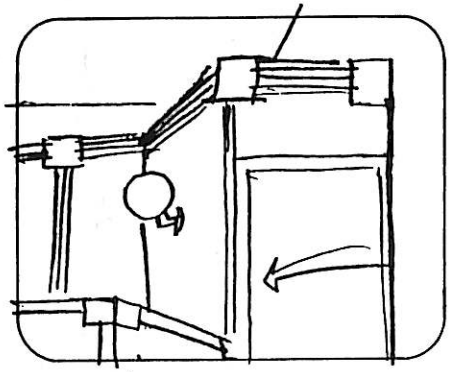
ACTION /	ACTION /	ACTION / SLIMER IS INSULTED	ACTION / HE FOLDS ARMS ACROSS CHEST
DI / MRS. ROGERS (VO) What an odd little creature, eh, Precious?	DIALOGU / PRECIOUS (PARAKEET LAUGHTER)	DIALOGUE /	DIALOGUE / SLIMER (HMPH)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

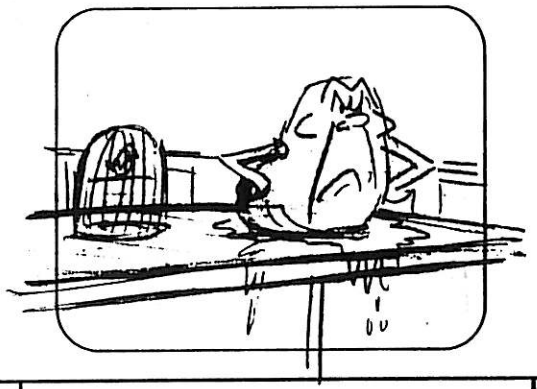
AUDIO VISUAL

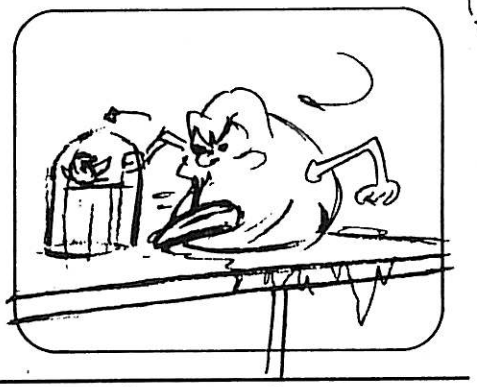
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 55

SCENE 102	TIMING	SCENE 104	TIMING	SCENE 103	TIMING	SCENE 103	TIMING







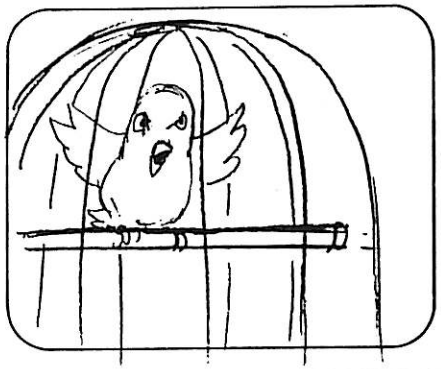
ACTION/ MRS R. GOES O.S. THRU DOOR AS JANINE SPEAKS - JANINE SHUTS DOOR	ACTION/	ACTION/	ACTION/ SLIMER RAZZES PARAKEET
DIALOGUE/ JANINE TAKE GOOD CARE OF PRECIOUS NOW, SLIMER!	DIALOGUE/	DIALOGUE/	DIALOGUE/ SLIMER (RAZZBERRY)
SOUND FX/	SOUND FX/ DOOR SHUTTING	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

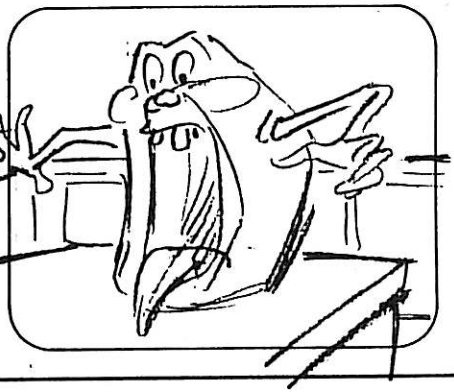
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 56

SCENE 104	TIMING	SCENE 104	TIMING	SCENE 104	TIMING	SCENE 105	TIMING





ACTION/ PARAKEET IS ANGRY. SUDDENLY IN GROWS TILL IT FILLS CAGE --

ACTION/ SN 106 TM

ON/ -- IT EXHALES FIRE AT SLIMER--

ACTION/ --WHO REACTS --

DIALOGUE /

DIALOGU

(HISS!) PRECIOUS/CREATURE

DIALOGUE SLIMER
(A YELP!)

SOUND FX /

SOUND FX/ SNAP THUD

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

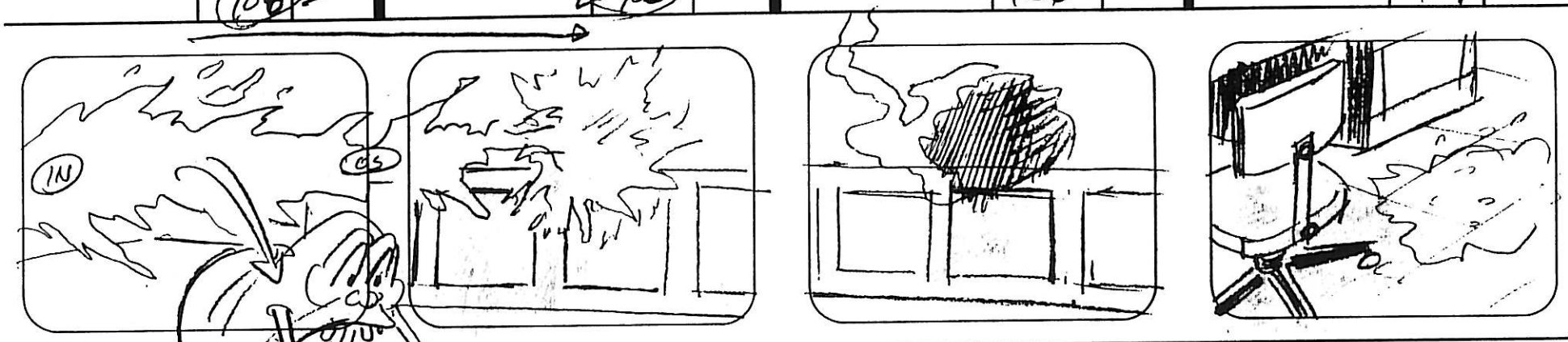
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 57

SCENE 106	TIMING	SCENE 106	TIMING	SCENE 106	TIMING	SCENE 107	TIMING



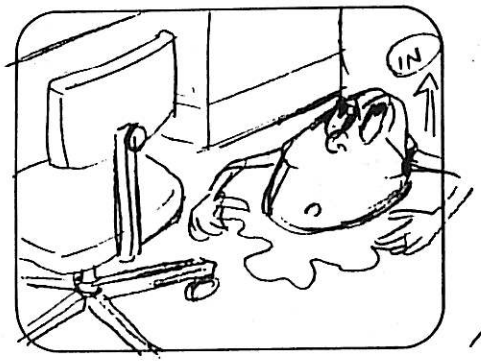
ACTION/ SLIMER DIVES (O.S.) AS FLAME GOES THRU FRAME- PAN OVER TO WALL- FLAME IS HITTING WALL--	ACTION/	ACTION/ FLAME STOPS, LEAVING SCORCHED SPOT	ACTION/ ANGLE ON SLIME SPOT ON FLOOR
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ LOUD TORCH	SOUND FX/ FIRE	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

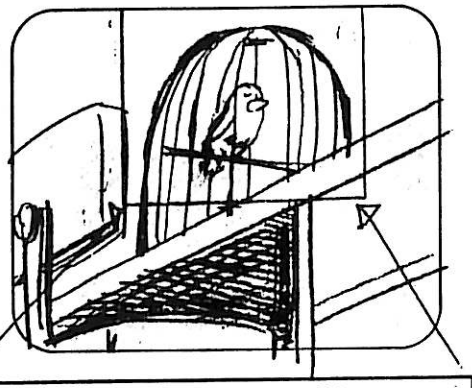
AUDIO VISUAL

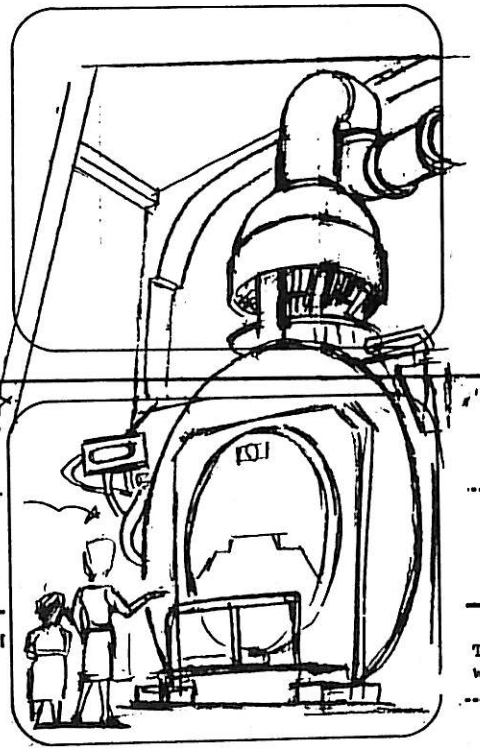
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 58

SCENE 107	TIMING	SCENE 108	TIMING	SCENE 109	TIMING	SCENE 110	TIMING







ACTION/ SLIMER PEAKS BACK UP THRU FLOOR

DIALOG (little SQUEAK of fear) SLIMER

SOUND FX /

NOTES/

TIMING/

ACTION/ T.U. ON PARAKEET IN CAGE

INT. BASEMENT

PAN DOWN CONTAINMENT UNIT - JANINE, MRS. R. WALK IN

DIALOGUE/ (parakeet CHUCKLE) PRECIOUS

SOUND FX/

NOTES/

TIMING/

ACTION/

JANINE
This is the ecto-containment system where all the captured ghosts are stored.

MRS. ROGERS
How interesting.

SOUND FX/

NOTES/

TIMING/

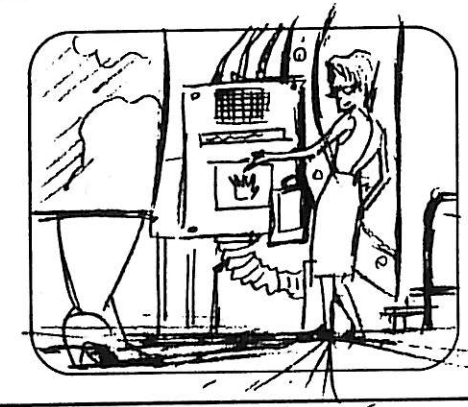
NOTES/ MRS. ROGERS
MY GOODNESS - WHAT IS THIS FOR?

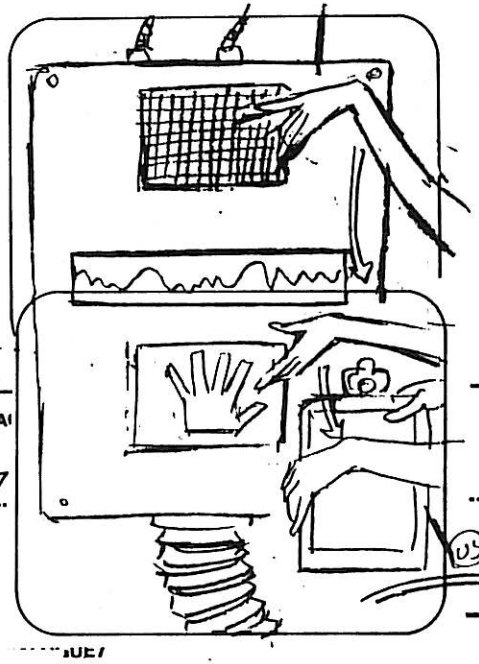
DIC AUDIO VISUAL

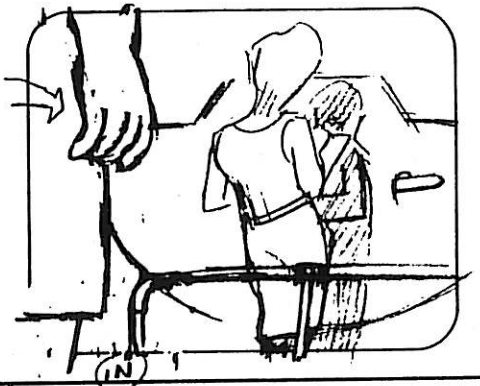
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 59

SCENE 111	TIMING	SCENE 112	TIMING	SCENE 113	TIMING	SCENE 114	TIMING







ACTION /

ACTION / PAN DOWN FAIL-SAFE DEVICE- PAN TO FOLLOW JANINE'S HAND GESTURING TO PARTS OF IT- PAN STOP, SHE GRABS CLIPBOARD O.S,

ACTION / MRS. R. STEPS IN BEHIND JANINE, WHO HAS BACK TURNED

D MRS. ROGERS (CONT)
(probing)
If someone turned it off, wouldn't all the ghosts escape?

JANINE
Yep, that's why Ray and Egon just installed this fail-safe protective device.

JANINE (CONT)
It only responds to the fingerprints and voiceprints of the immediate staff.

DIALOGUE / JANINE (CONT)
THAT WAY WE DON'T BE ON GUARD CONSTANTLY WITH

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

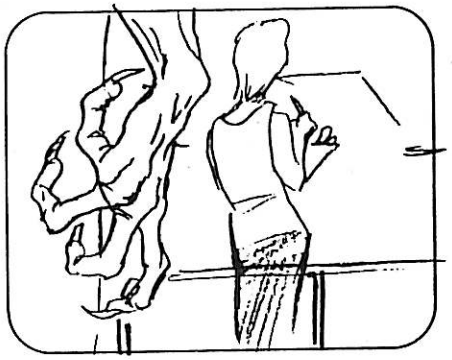
TIMING /

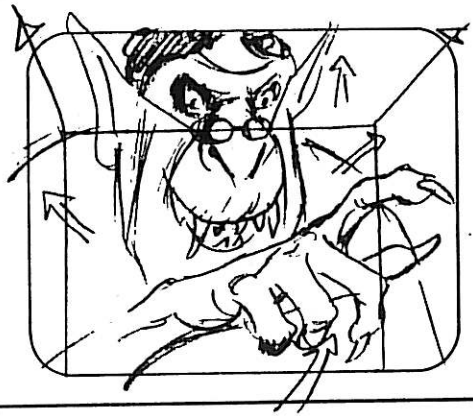
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 60

SCEN 114	TIMING		SCENE 115	TIMING		SCENE 115	TIMING		SCENE 116	TIMING





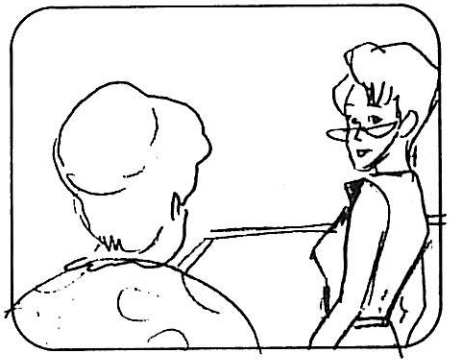
ACTION/ ... SUDDENLY MRS. R.'S HAND TURNS MONSTEROUS	ACTION/ TRUCK OUT AS MRS. R. TURNS MONSTEROUS	ACTION/	ACTION/ SHE APPROACHES JANINE
DIALOGUE/	DIAL DIALOGUE IN SCENES 115—127 HASN'T BEEN WRITTEN YET	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

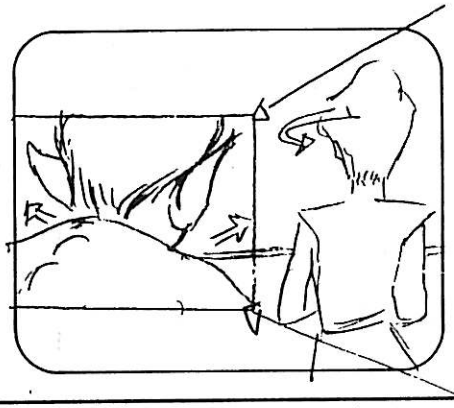
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 61

SCENE 116	TIMING	SCENE 117	TIMING	SCENE 118	TIMING	SCENE 119	TIMING





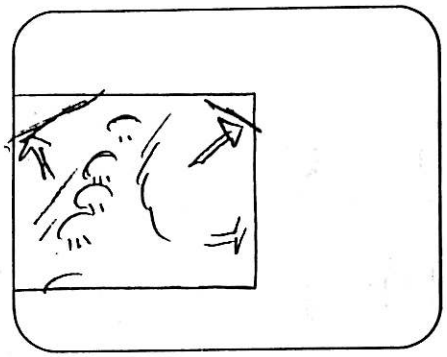
ACTION/ JANINE TURNS - MONSTER QUICKLY TURNS BACK INTO MRS. R.	ACTION/	ACTION/	ACTION/ JANINE TURNS AWAY - TRUCK IN ON MRS. R. - SHE SUDDENLY TURNS MONSTEROUS AGAIN
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

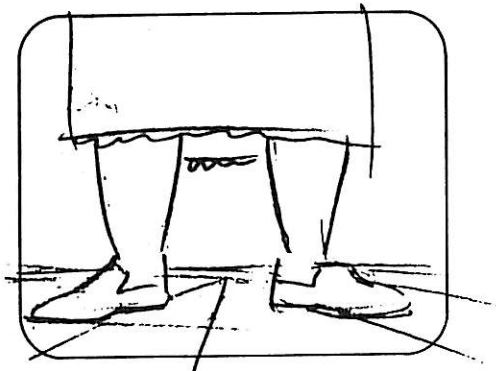
DIC AUDIO VISUAL

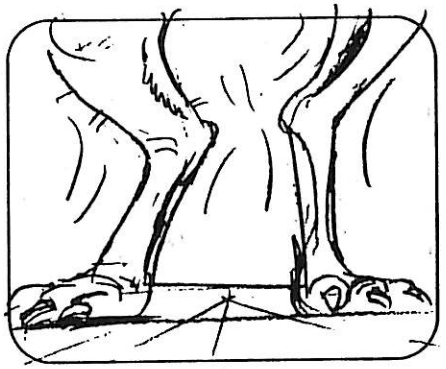
MAINTITLE

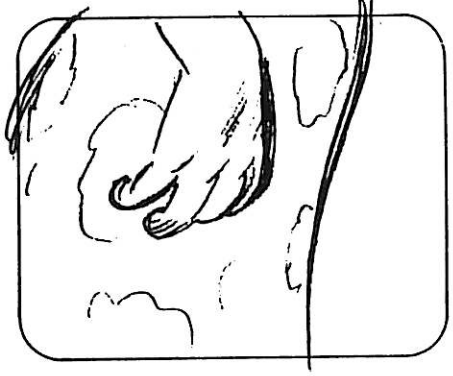
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 62

SCENE 120	TIMING	SCENE 121	TIMING	SCENE 121	TIMING	SCENE 122	TIMING









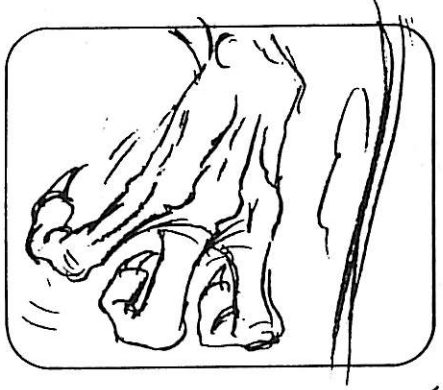
ACTION / HER BACK FILLS FRAME --	ACTION / -- LEGS TRANSFORM --	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

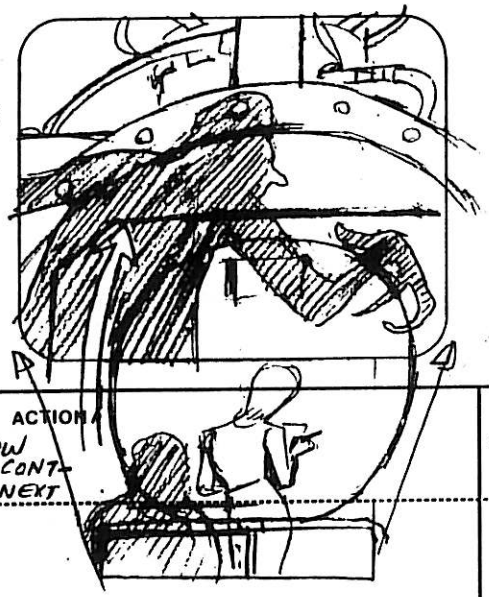
DIC AUDIO VISUAL

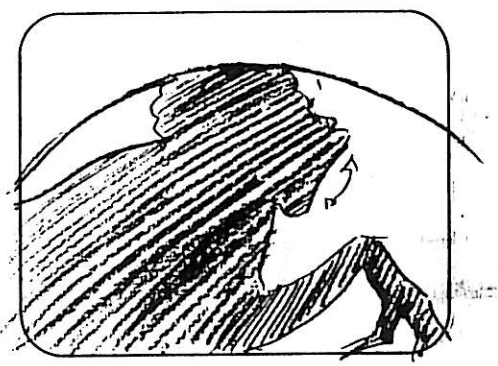
MAINTITLE

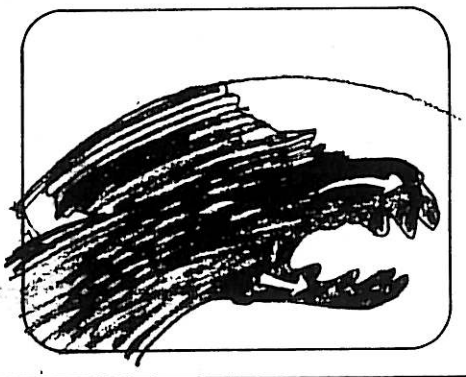
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 63

SCENE 122	TIMING	SCENE 123	TIMING	SCENE 123	TIMING	SCENE 123	TIMING









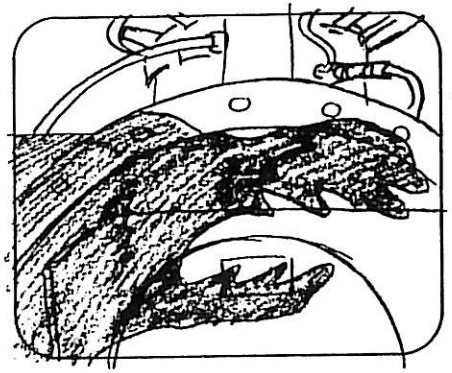
ACTION/ HANDS TRANSFORM MRS. R.'S SHADOW SLIDES UP AINMENT UNIT TO JANINE...	ACTION/ CONT- NEXT	ACTION/ ...PAN UP SIDE OF CONTAINMENT UNIT AS IT GROWS, TRANSFORMING- SHADOW OPENS ITS MOUTH WIDE-	ACTION/ - MONSTEROUS MANIBLES SLIDE OUT OF MOUTH
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

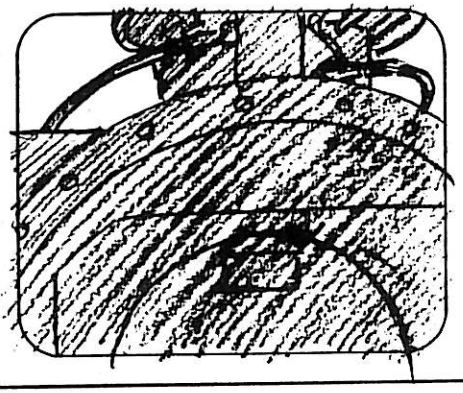
DIC AUDIO VISUAL

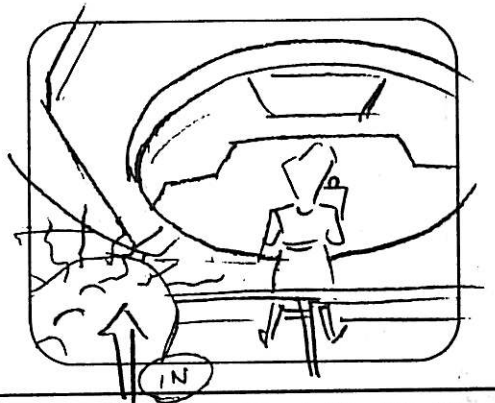
MAINTITLE

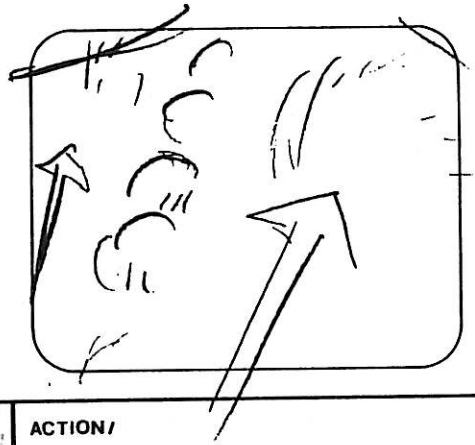
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 64

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
123		123		124		124	









ACTION/ MRS. R'S HEAD BECOMES MONSTER'S HEAD WHICH COVERS CONTAINMENT UNIT	ACTION/	ACTION/ MONSTER GROWS INTO FRAME, FILLING IT	ACTION/
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				65

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
125		125		125		126	

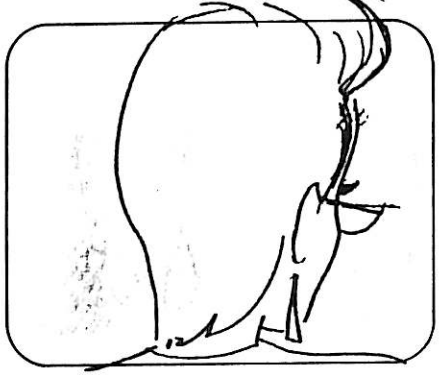
ACTION/ PAN UP MONSTER =WAT.	ACTION/	ACTION/ WAT BENDS FOWARD	ACTION/ WAT FILLS ENTIRE ROOM
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 66

SCENE 126	TIMING	SCENE 127	TIMING	SCENE 127	TIMING	SCENE 127	TIMING



ACTION/ WAT BENDS INTO FRAME	ACTION/ JANINE TURNS TOWARD CAM...	ACTION/	ACTION/ ... SCREAMS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIAL JANINE (SCREAMS
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 67

SCENE 128	TIMING	SCENE 129	TIMING	SCENE 129	TIMING	SCENE 129	TIMING

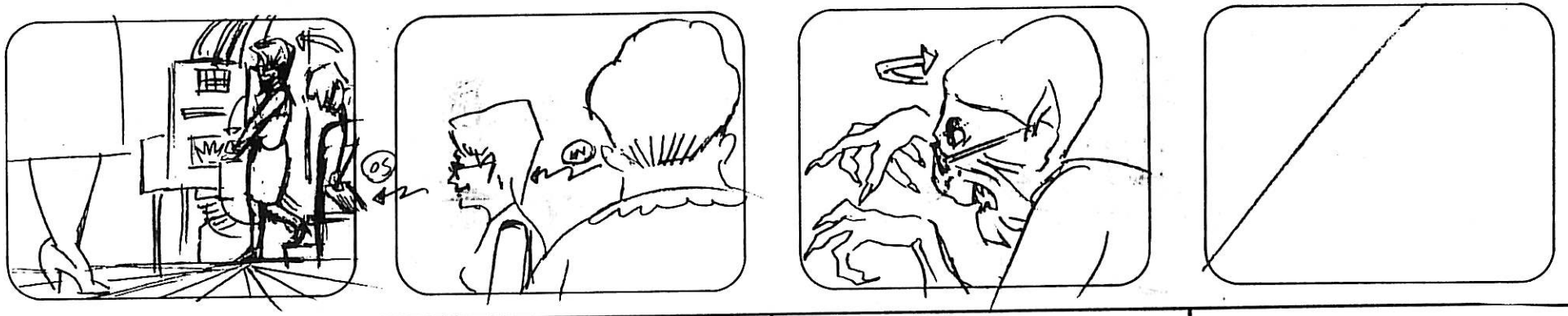
ACTION/ WHAT HAS TURNED BACK INTO MRS. R.	ACTION/	ACTION/	ACTION/
DIALOGUE/ MRS ROGERS CHILD, WHATS WRONG?	DIALOGUE/ JANINE I JUST REMEMBER- I HAVE A DATE TONIGHT...	DIALOGUE/ JANINE (CONT) ...BUT NO CLEAN CLOTHES!!	DIALOGUE/ JANINE (CONT OH WELL... HE'LL JUST HAVE TO TAKE ME AS I AM.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX.
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 68

SCENE 130	TIMING	SCENE 130	TIMING	SCENE 131	TIMING	SCENE	TIMING



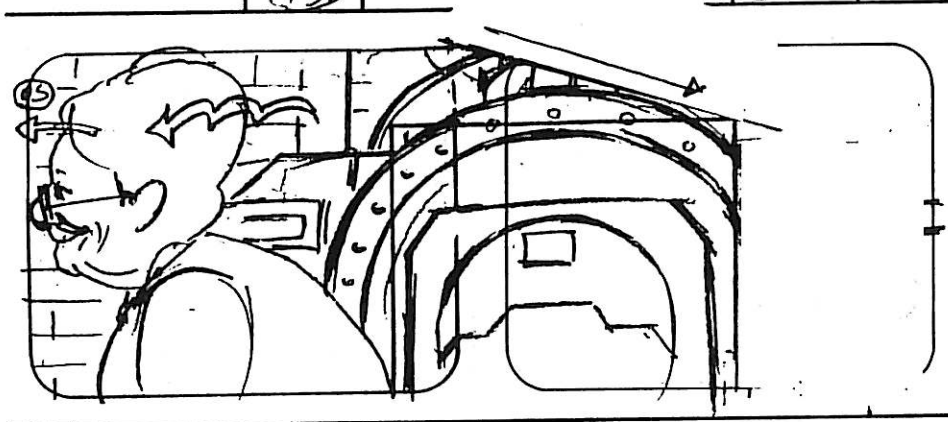
ACTION/ JANINE PICKS UP CLIP BOARD, HANGS IT UP ON CONTAINMENT DEVICE	ACTION/ JANINE WALKS PAST MRS. R.//	ACTION/ //WHO TURNS, LOOKING MONSTEROUS...	ACTION/
DIALOGUE/ JANINE (pleasantly) Shall we go?	DIALOG/ MRS. ROGERS I'm right behind you, dear.	DIALOGUE/ MRS. ROGERS (CONT) (MALICIOUSLY) Right behind you.	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

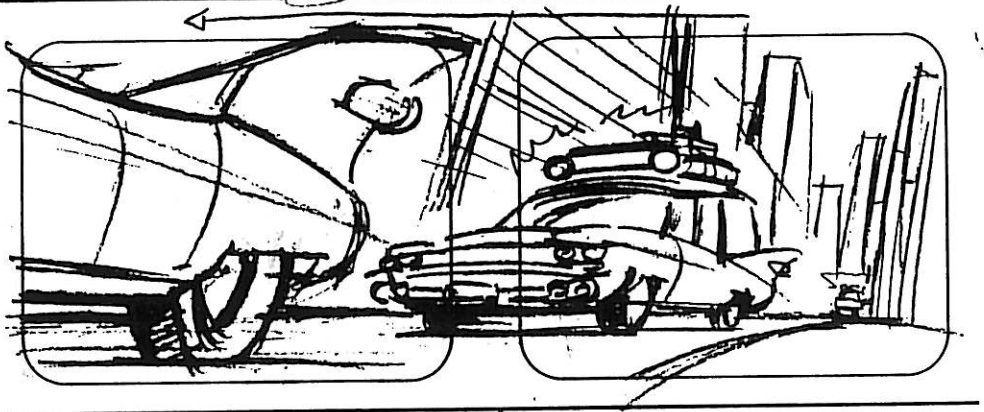
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 69

SCENE 131	TIMING	SCENE 131	TIMING	SCENE 132	TIMING	SCENE 132	TIMING





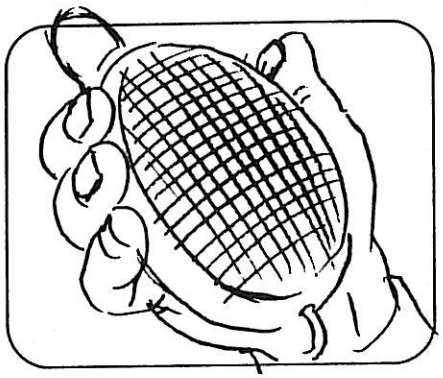
ACTION/ MONSTER TURNS BACK INTO MRS R, WHO WALKS O.S. — PAN/TRUCK BACK TO CONTAINMENT UNIT	ACTION/	ACTION/ ECTO -1 DRIVES MODERATELY FAST DOWN CITY STREET, ,,,	ACTION/ ,,, LIGHTS FLASHING
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ SIREN
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 10

SCENE 133	TIMING	SCENE 134	TIMING	SCENE 135	TIMING	SCENE 135	TIMING

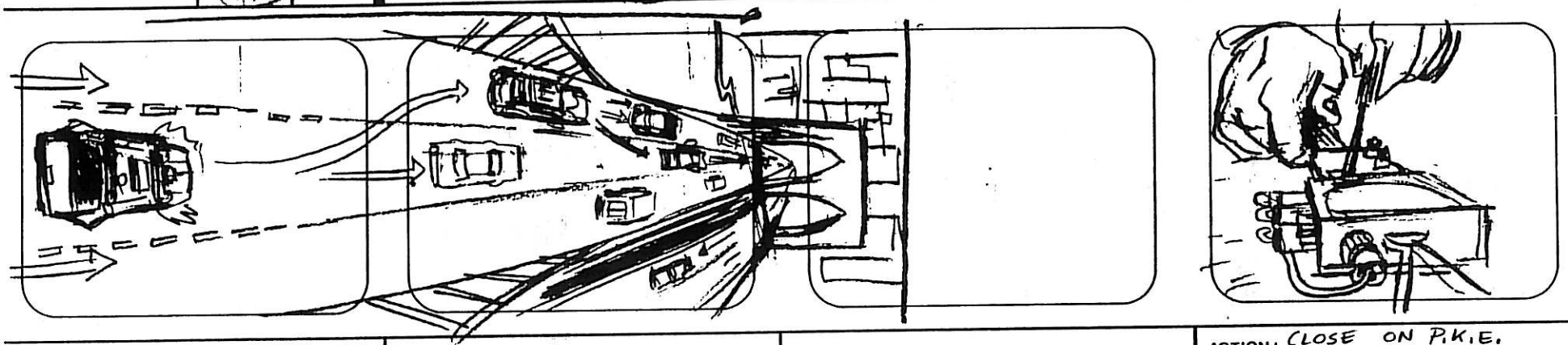


ACTION/	ACTION/ NOTHING BUT STATIC FROM MICROPHONE	ACTION/ RAY LEANS FOWARD, GRIPS WHEEL WITH DETERMINATION	ACTION/
DIALOGUE/ RAY (filtered through walkie-talkie) This is Ray in Ecto-1, calling Ghostbusters.	DIALOGUE/ RAY (VO) Ray calling Ghostbusters.	DIALOGUE/ RAY (urgent) Hang on guys! I'm coming!	DIALOGUE/
SOUND FX/ (AFTER RAY SAYS LINE) RADIO STATIC	SOUND FX/ (AFTER RAY SAYS LINE) RADIO STATIC	SOUND FX/ (2) (STOP STATIC AS RAY SAYS LINE)	SOUND FX/ (1) RADIO STATIC
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				11

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
136		136		136		137	



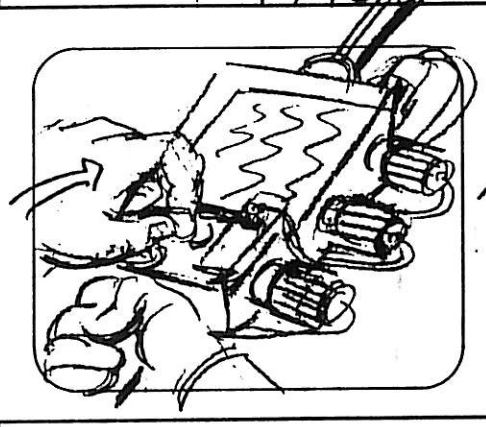
ACTION/	ACTION/	ACTION/	ACTION/
VERTICAL PAN TO FOLLOW ECTO-1, DRIVING VERY VERY FAST, LIGHTS FLASHING PASSING CARS			CLOSE ON P.K.E. METER BEING FIXED
DIALOGUE/	DIALOGUE/	DIALOGUE/	DI WINSTON (VO) (whistles, uneasy)
SOUND FX/ SIREN ~	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

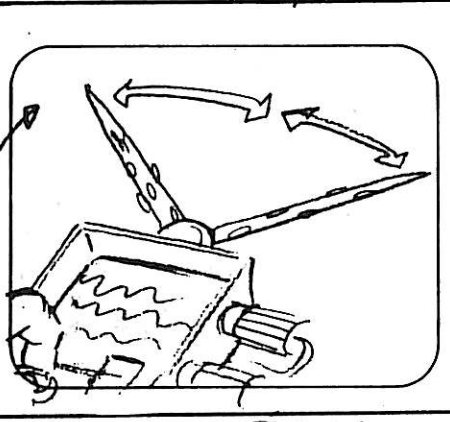
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 12

SCENE 138	TIMING	SCENE 139	TIMING	SCENE 140	TIMING	SCENE 140	TIMING





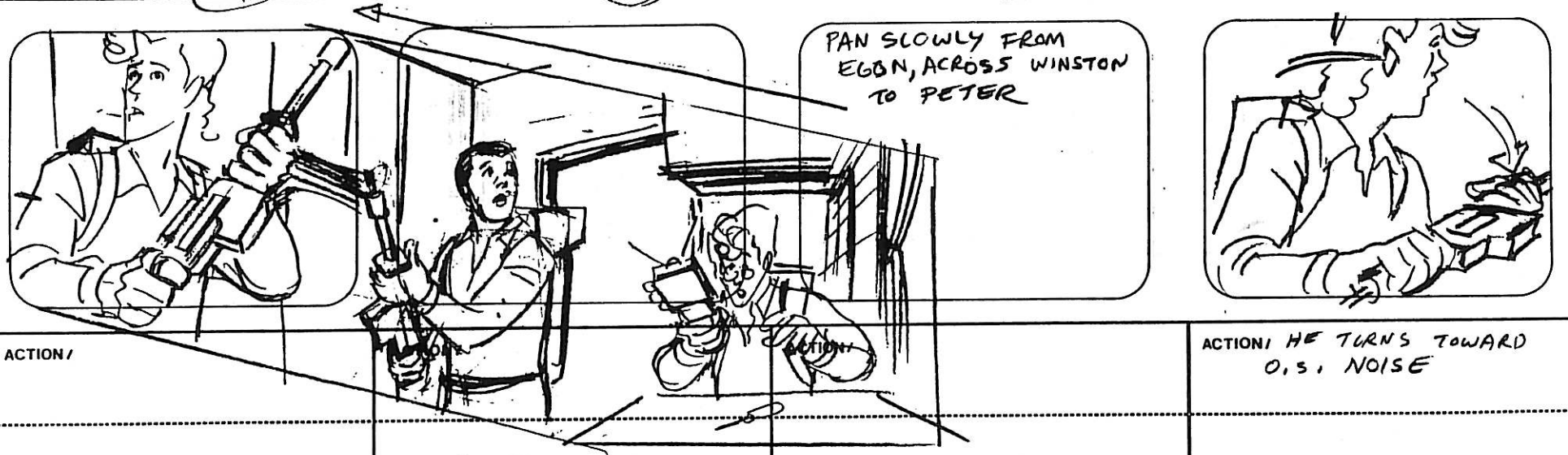
ACTION/ INT. KITCHEN RETE, WINSTON LOOK AROUND NERVOUSLY, GUNS DRAWN - EGON WORKS ON P.K.E. METER	ACTION/ EGON SAYS LINE, SETS DOWN SCREWDRIVER-	ACTION/ - HE TURNS ON P.K.E. METER - SCREEN IS FILLED WITH RAPIDLY CHANGING ABSTRACT STATIC PATTERNS	ACTION/ PAN UP DIAGONALLY- ANTENNAS START MOVING FROM SIDE TO SIDE, LIGHTS ON THEM FLASHING
Hustle up, Egon. How much longer 'til you get that P.K.E. meter fixed?	DIALOGUE/ EGON Almost done.	DIALOGUE/ EGON (CONT) THERE!!	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/ LOUD, FAST, BEEPING	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 13

SCENE 141	TIMING	SCENE 141	TIMING	SCENE 141	TIMING	SCENE 141	TIMING



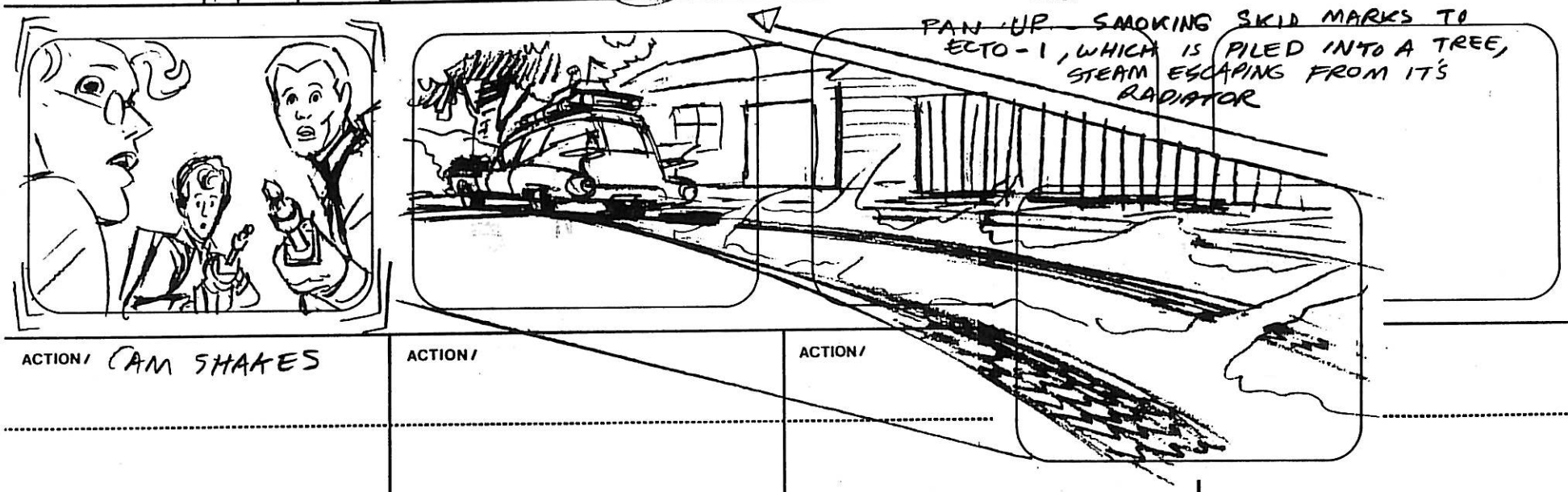
ACTION/			ACTION/ HE TURNS TOWARD O.S. NOISE
(3) PETER D -- IT'S WAITING -- BUT - FOR WHAT?	(2) WINSTON DO YOU FEEL IT? IT'S LIKE THIS. PLACE IS HOVERING OVER US -- READY TO POUNCE --	(1) EGON THE METER IS GOING WILD - AS THOUGH THE ENTIRE HOUSE IS SUPERNATURAL	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ SQUEELING, SCREECHING CAR BRAKES
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE 142	TIMING	SCENE 143	TIMING	SCENE 143	TIMING	SCENE 143	TIMING



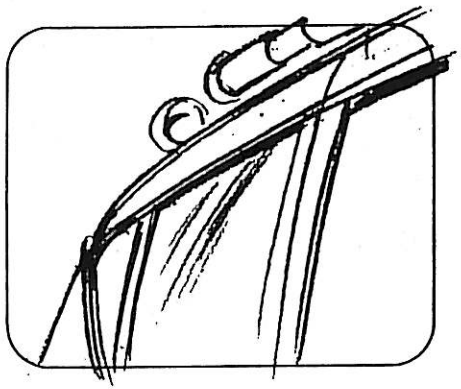
ACTION / CAM SHAKES	ACTION /	ACTION /	
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / LOUD CRASH	SOUND FX / HISSING ESCAPING RADIATOR STEAM	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

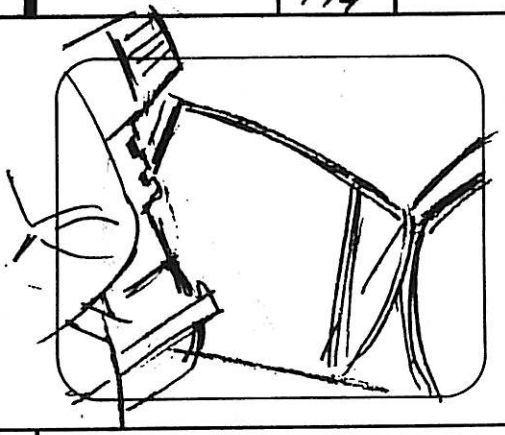
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 15

SCENE 144	TIMING	SCENE 144	TIMING	SCENE 144	TIMING	SCENE 144	TIMING





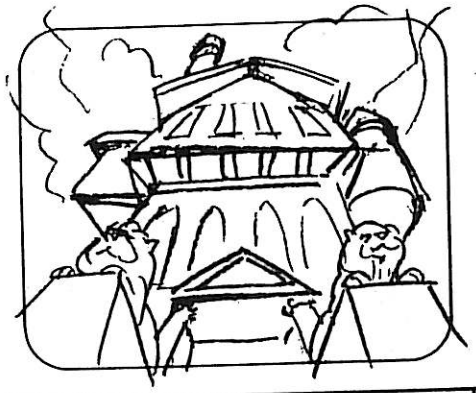
ACTION / DOOR OPENS, RAY HOPS OUT, SAYS LINE, GOES O.S	ACTION /	ACTION /	ACTION /
	RAY		
DIALOGUE /	DIALOGUE WATCH OUT, GHOSTS! IT'S RAY STANTZ YOU HAVE TO DEAL WITH NOW	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

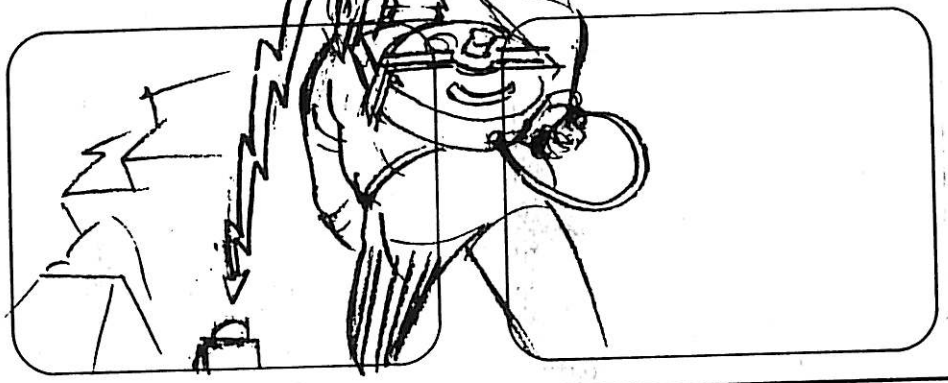
DIC AUDIO VISUAL

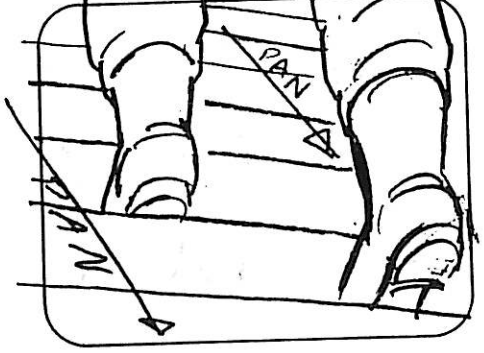
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 16

SCENE 145	TIMING	SCENE 145	TIMING	SCENE 1	TIMING	SCENE 146	TIMING





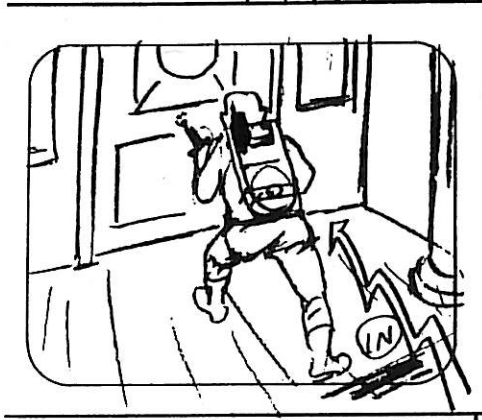


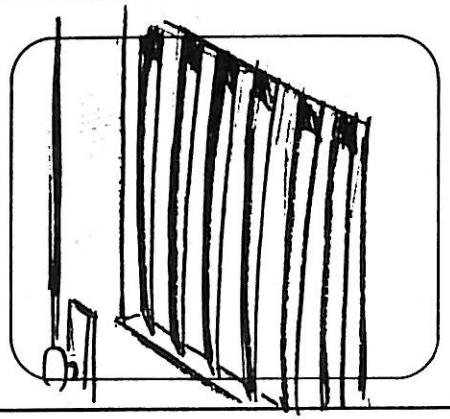
ACTION/ UP ANGLE ON HOUSE, BOILING CLOUDS OVERHEAD	ACTION/ RAY STRIDES PAST CAM, TOWARD STEPS	ACTION/	ACTION/ ANGLE ON HIS LEGS GOING UP STEPS - PAN STEPS
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

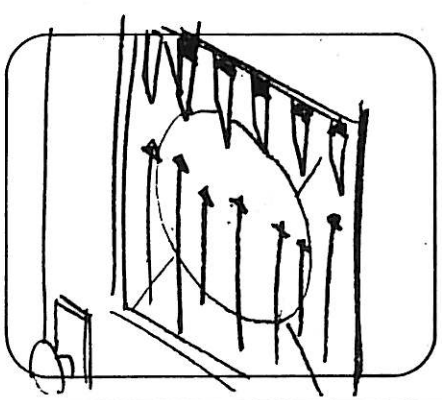
DIC AUDIO VISUAL

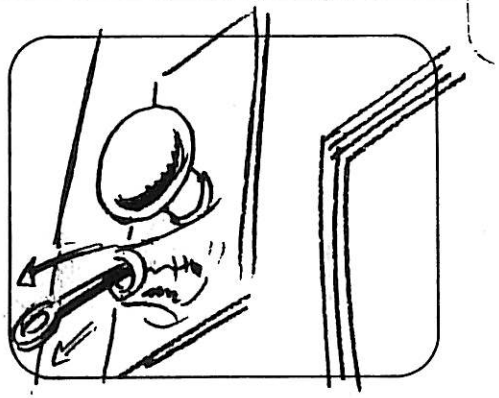
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				11

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	147			148			148			149	







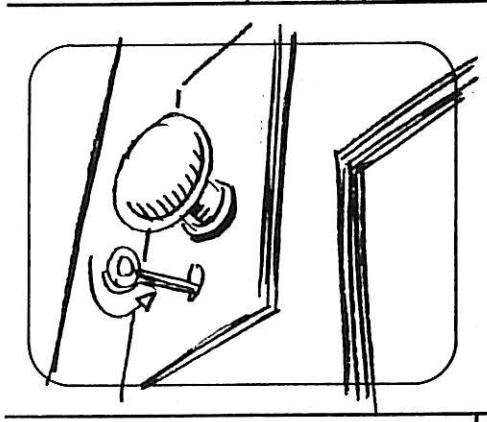


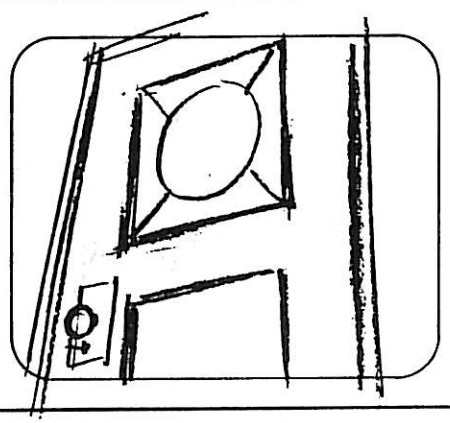
ACTION/ HE STEPS ONTO PORCH, STRIDES TOWARD DOOR	ACTION/ INT. ENTRYWAY	ACTION/ IRON BARS OVER STAINGLASS WINDOW SNAP UPWARDS	ACTION/ LOCK SPITS OUT KEY, WHICH TURNS LOCK
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				78

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
149		150		150		150	





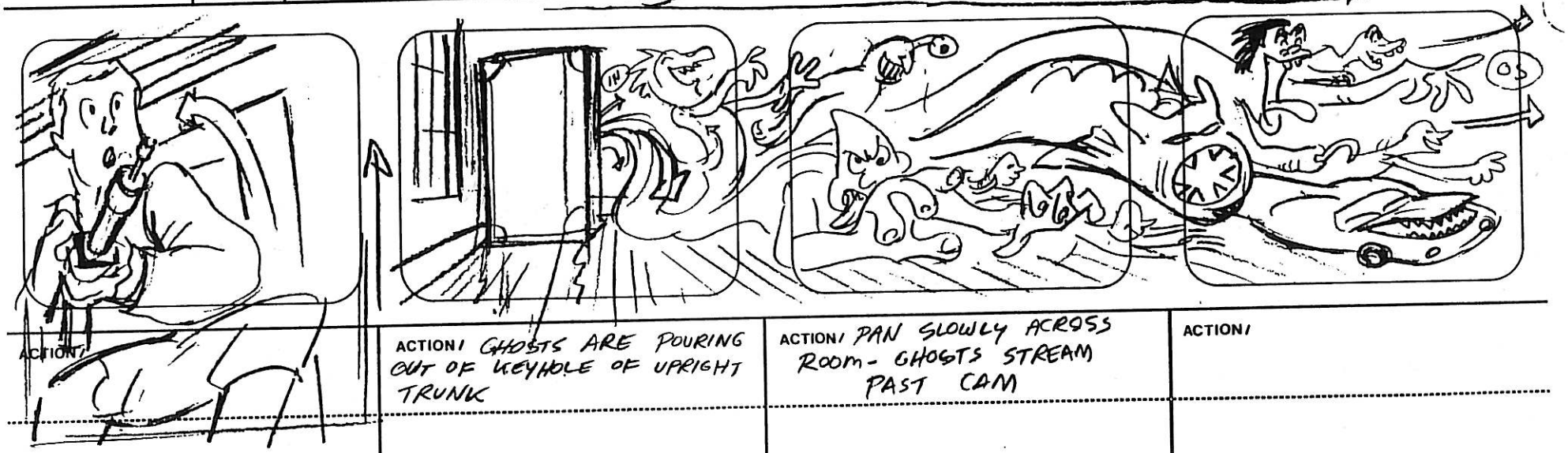
ACTION /	ACTION /	ACTION / RAY KICKS DOOR OPEN, KNEELS INTO FRAME	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / LOCK TURNING	SOUND FX /	SOUND FX / CRASH	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 19

SCENE 150	TIMING	SCENE 151	TIMING	SCENE 151	TIMING	SCENE 151	TIMING

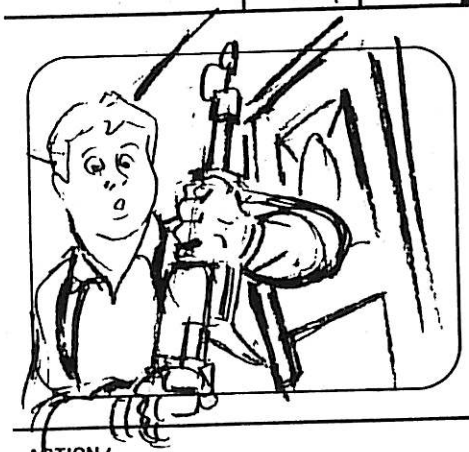


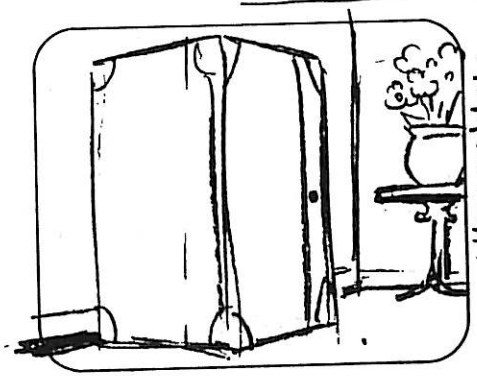
ACTION/	ACTION/ GHOSTS ARE POURING OUT OF KEYHOLE OF UPRIGHT TRUNK	ACTION/ PAN SLOWLY ACROSS ROOM - GHOSTS STREAM PAST CAM	ACTION/
DIALOGUE/ VARIOUS SPIRITS (unearthly MOANING and WAILING)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ RAY STRAIGHTENS (PAN TO KEEP HIM IN FRAME) AS HE	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ REACTS TO O.S. GHOSTS	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

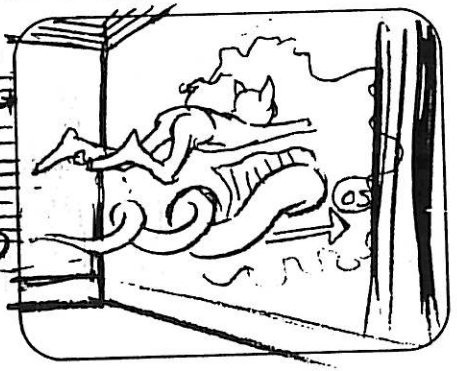
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				60

SCENE 151	TIMING	SCENE 151	TIMING	SCENE 152	TIMING	SCENE 152	TIMING







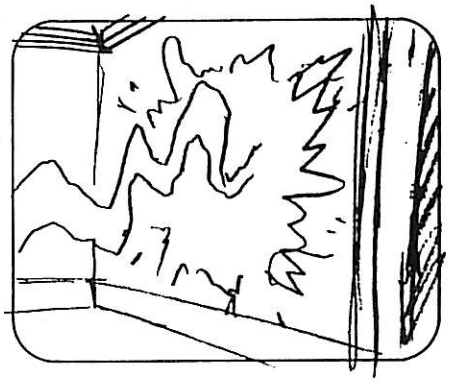
ACTION/	ACTION/ RAY LOWERS PARTICLE THROWER TO FIRE	ACTION/ NO MORE GHOSTS COMING FROM TRUNK —	ACTION/ -ZIP PAN OVER TO WALL - LAST OF GHOSTS GOING O.S. THRU IT
DIALOGUE/ VARIOUS SPIRITS (CONT)(VO) (UNEARTHLY MOANING AND WAILING	DIALOGUE/	DIALOGUE/	~~DIALOGUE/~~ (STOPS)
RAY Unbelievable! A mass transmigration!			
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

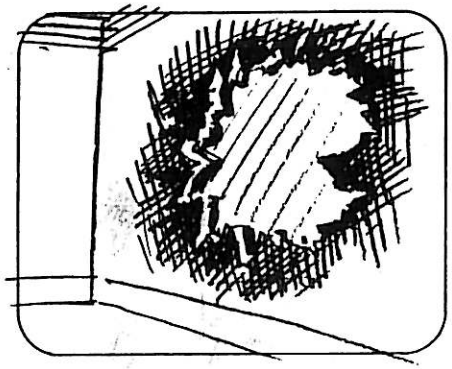
AUDIO VISUAL

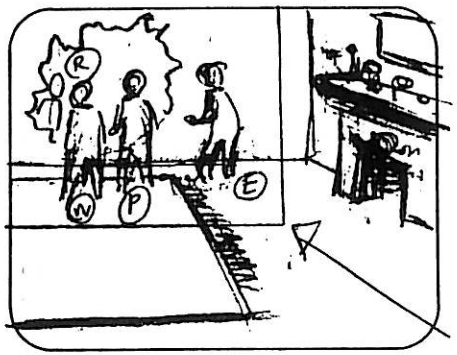
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 8A

SCENE 152	TIMING	SCENE 152	TIMING	SCENE 153	TIMING	SCENE 154	TIMING







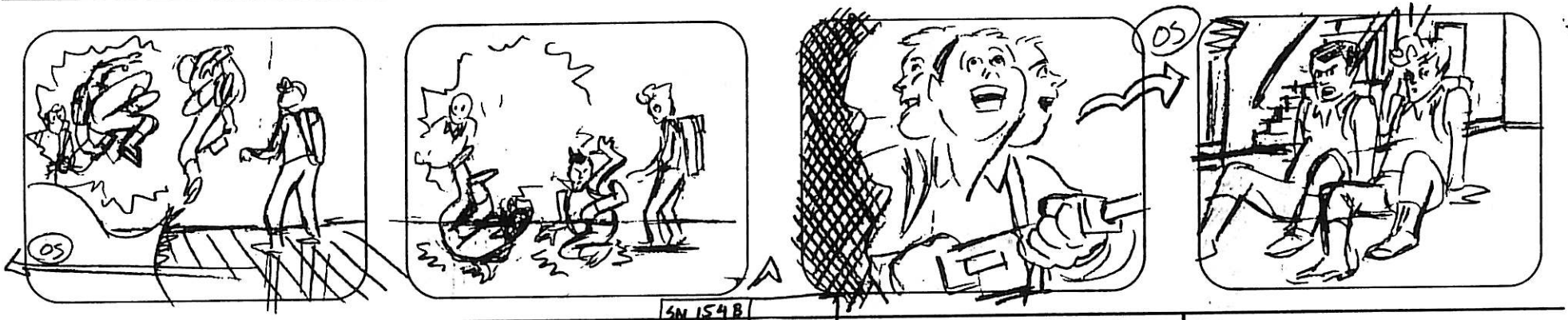
ACTION/ PARTICLE THROWER HITS WALL, BLASTS HOLE IN IT	ACTION/	ACTION/ EGON, PETE, WINSTON PEEK THRU HOLE	ACTION/ INT LIVING ROOM - T.V. ON 'RAY LOOKING AT OTHERS THRU HOLE
DIALOGUE/	DIALOGUE/ WINSTON, PETER & EGON (VO) (ad lib from another room) Hey! Look out! Watch it, Ray!	DIALOGUE/ (CONTINUE AD LIBS)	DIALOGUE/ WINSTON (CON'T) We've got enough problems already, man!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 82

SCENE 154	TIMING	SCENE 154A	TIMING	SCENE 155	TIMING	SCENE 156	TIMING



SN 154B

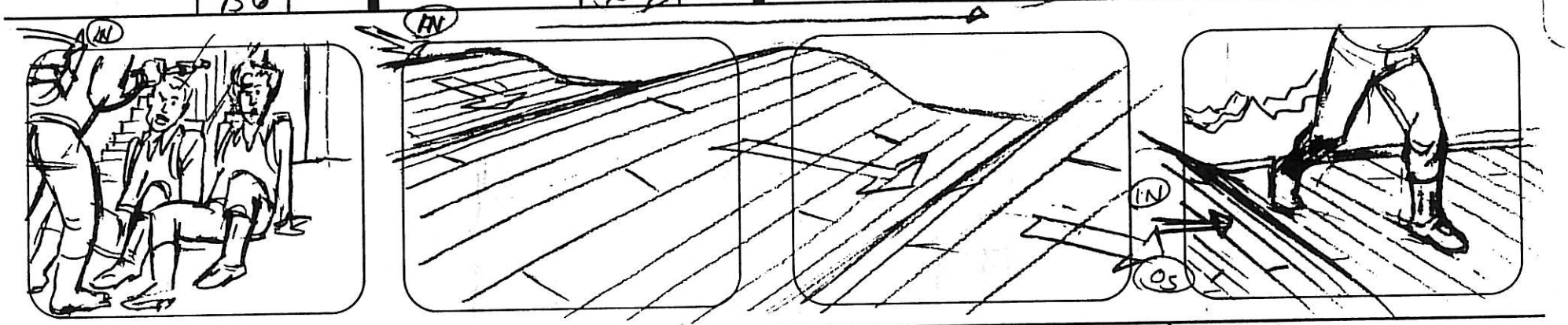
ACTION/ CARPET PULLS IT'SELF OUT FROM UNDER PETE & WINSTONS FEET, THROWING THEM INTO THE AIR	ACTION/ THEY LAND, HARD — WINSTON SITS UP INTO SCENE	RAY LOOKS ABOUT EXCITEDLY AS HE STEPS THRU HOLE INTO LIVING ROOM	ACTION/
DIAL/ PETER & WINSTON (YELL as they're dumped)	DIALOGUE/ WINSTON: See what I mean?	DI/ RAY (glancing around, excited) I can't believe it! We've got a classic haunting here!	DIALO PETER: What's this "we" stuff?
SOUND FX/	SOUND FX/ THUDS	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 83

SCENE 156	TIMING	SCENE 157	TIMING	SCENE 157	TIMING	SCENE 158	TIMING



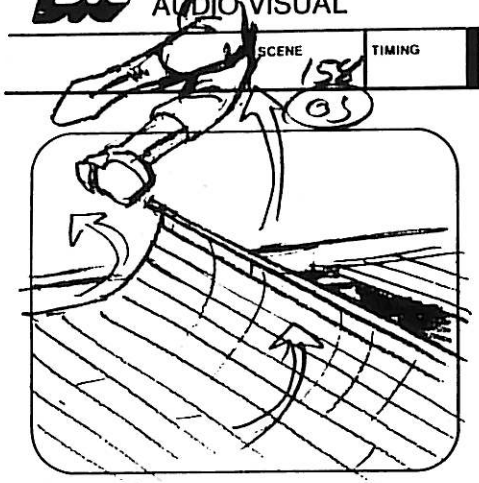
ACTION/ RAY STEPS IN	ACTION/ WOODEN FLOOR RIPPLES LIKE WAVE-	ACTION/ -PAN TO FOLLOW IT	ACTION/ RIPPLE COMES IN
DIALOGUE/ Peter (cont) You're still standing!	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE 158	TIMING	SCENE 159	TIMING	SCENE 159	TIMING	SCENE 160	TIMING



ACTION / RIPPLE FLICKS RAY UP INTO THE AIR (OS)	ACTION / RAY LANDS IN PETE AND WINSTON'S LAP	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGU PETER (after a beat) I sit corrected.	RAY So fill me in! What's going on?
SOUND FX /	SOUND FX / THUD	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 15

SCENE 161	TIMING	SCENE 162	TIMING	SCENE 162	TIMING	SCENE 163	TIMING

ACTION /

ACTION /

ACTION /

ACTION /

EGON
(through above)
The prime motivator is a demon named Wat.

DIALOGUE Named what?

RAY
Wat.

EGON (VO)

DIALOGUE I asked you first!

RAY
No. Wat is its name.

PETER

DIAL

RAY
(frustrated)
Don't ask me, ask Egon!

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

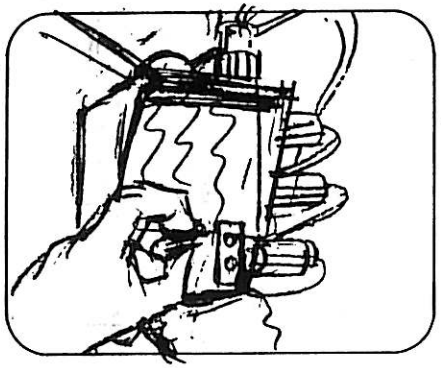
TIMING /

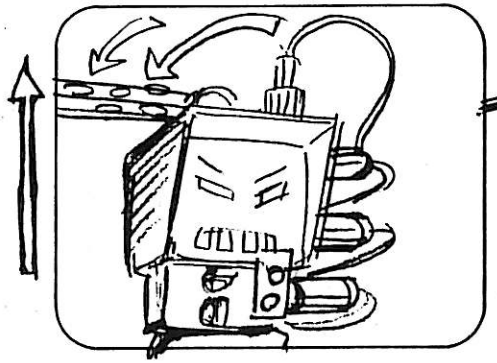
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 86

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING	OS	SCENE	TIMING
	164			165			165			166	





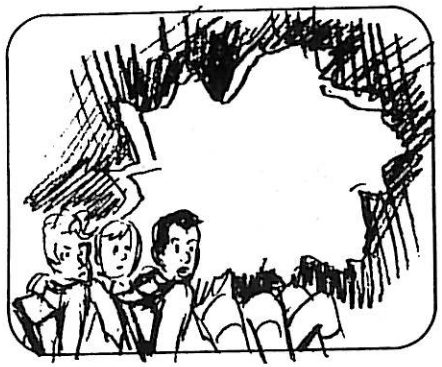
ACTION /	ACTION /	ACTION /	ACTION / EGON MARCHES THRU FRAME, LOOKING AT METER
DIALOG EGON RAY, IT APPEARS THAT THIS ENTIRE HOUSE IS POSSESSED BY SUPERNATURAL FORCES. THIS IS OVERLOADING THE P.K.E. METER, CAUSING IT TO GO WILD.	DIALG EGON (VO) (CONT) HOWEVER, IF I ADJUST THE INPUT, SCREENING OUT THE BULK OF THE SUPERNATURAL ENERGY AROUND US...	DIALO EGON (VO) (CONT) "...WE ARE LEFT WITH ONE OVERWHELMINGLY STRONG PRESENCE - I BELIEVE THIS TO BE WAT	DIALI RAY WHAT? EGON BE QUIET, RAY. FOLLOW ME.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

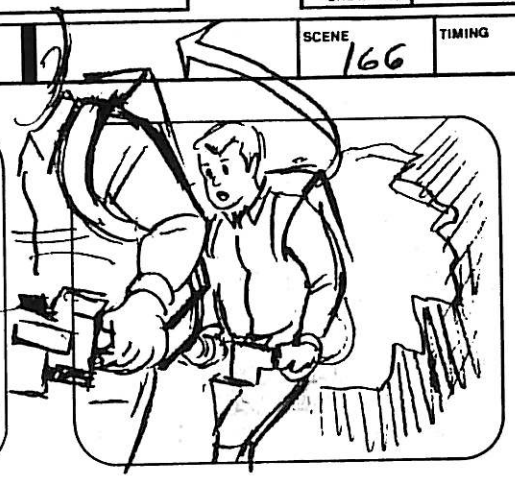
AUDIO VISUAL

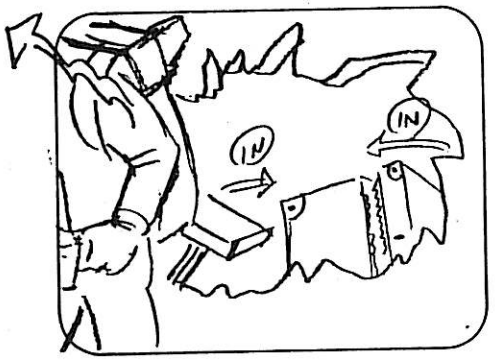
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 47

SCENE 166	TIMING	SCENE 166	TIMING	SCENE 166	TIMING	SCENE 166	TIMING







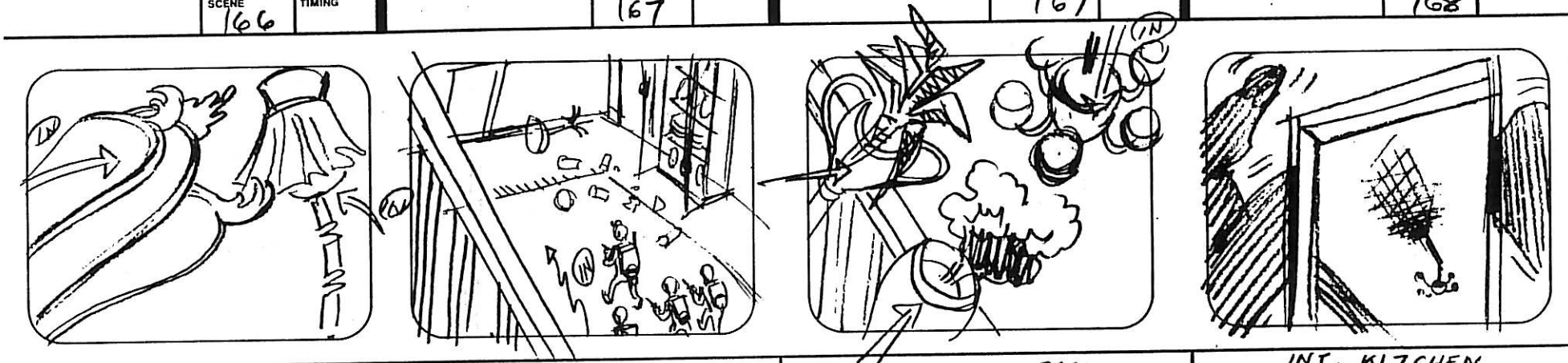
ACTION/ RAY, WINSTON, PETE STAND UP, FOLLOW	ACTION/ EGON O.S.	ACTION/	ACTION/ ANTHROPOMOPHIZED END TABLE AND UPRIGHT TRUNK PEEK IN FROM OTHER SIDE OF HOLE, WATCH THEM GO AS SOON AS THEY TURN THEIR BACKS.
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/ VARIOUS SPIRITS (QUIET, UNEARTHLY WHISPERING)
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 68

SCENE 166	TIMING	SCENE 167	TIMING	SCENE 167	TIMING	SCENE 168	TIMING

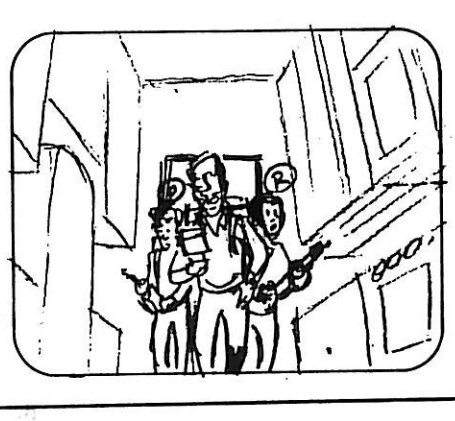


ACTION/ AFTER GHOSTBUSTERS GO O.S, LAMP AND CHAIR MOVE IN BEHIND THEM	ACTION/ GHOSTBUSTS WALK IN (DOWNSHOT)	ACTION/ PLANTERS ROOK OVER BANISTER AT THEM; CHANDALEAR LOWERS ITSELF ~~INTO~~ FRAME	ACTION/ INT. KITCHEN SHADOWS MOVE ABOUT ON WALL WITH DOOR
DIALOGUE/ VARIOUS SPIRITS (QUIET, UNEARTHLY WHISPERING)	DIALOGUE/	DIALOGUE/ VARIOUS SPIRITS (QUIET, UNEARTHLY WHISPERING)	DIALOGUE/ VARIOUS SPIRITS (SLIGHTLY LOUDER WHISPERING, GIGGLING)
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				89

SCENE 168	TIMING	SCENE 169	TIMING	SCENE 169	TIMING	SCENE 170	TIMING



ACTION/ SHADOWS ZIP (OS) AS EGON APPEAR, ON OTHER SIDE OF DOOR	ACTION/ EGON WALKS INTO KITCHEN, FOLLOWED BY OTHERS	ACTION/	ACTION/ EGON WALKS PAST REFRIDGERATOR
DIALOGUE/ VARIOUS SPIRITS (WHISPERING STOPS ABRUPTLY AS EGON APPEARS ON OTHER SIDE OF DOOR)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 9

SCENE 170	TIMING	SCENE 170	TIMING	SCENE 171	TIMING	SCENE 171	TIMING

ACTION/ RAY FOLLOWS EGON UP TO FRIDGE	ACTION/ SUDDENLY FRIDGE DOOR SWINGS OPEN - CHILL WIND BLAST RAY WITH COLD AIR, ICE CUBES, SNOW..	ACTION/	ACTION/ RAY STRUGGLES THRU FRAME, FOLLOWED BY PETER --
DIALOGUE /	DIALOGUE/ PETER, WINSTON & RAY (ad lib) Hey! Owl Yowch! (etc.)	DIALOGUE/	DIALOGUE/
SOUND FX /	SOUND FX/ SNOW STORM	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 9

SCENE 171	TIMING	SCENE 172	TIMING	SCENE 172	TIMING	SCENE 173	TIMING

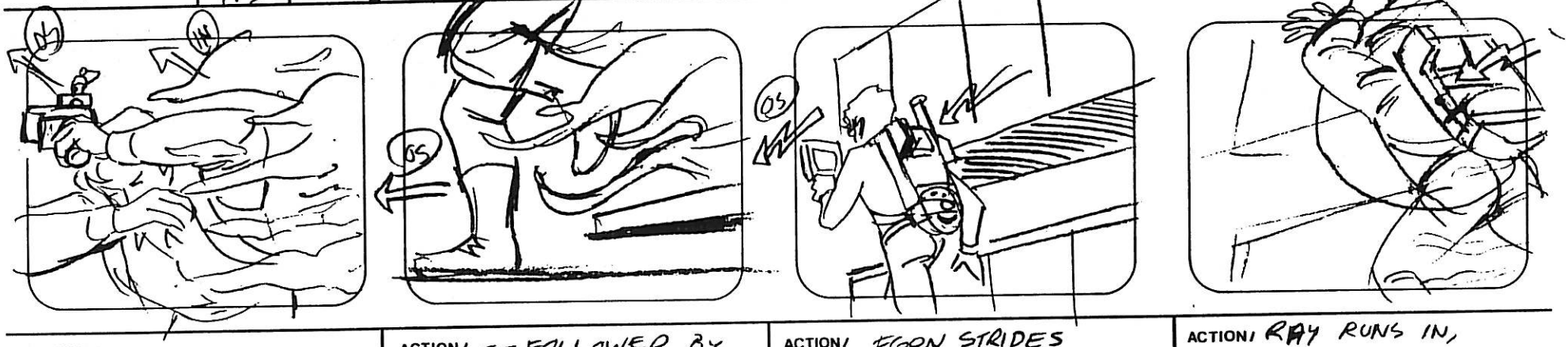
ACTION/ -- FOLLOWED BY WINSTON	ACTION/ EGON STRIDES PAST OVEN - RAY EMERGES FROM CLOUD OF GELLID MIST, FOLLOWS -	ACTION/ - EGON - SUDDENLY OVEN DOORS SWING OPEN - FLAME LEAPS OUP	ACTION/ RAY RECOILS FROM FLAME, STRUGGLES O.S. ----
DIALOGUE/ PETE, WINSTON, RAY (CONT) (AD LIB) HEY! OW! YOUCH, (ECT)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 92

SCENE 173	TIMING	SCENE 174	TIMING	SCENE 175	TIMING	SCENE 175	TIMING



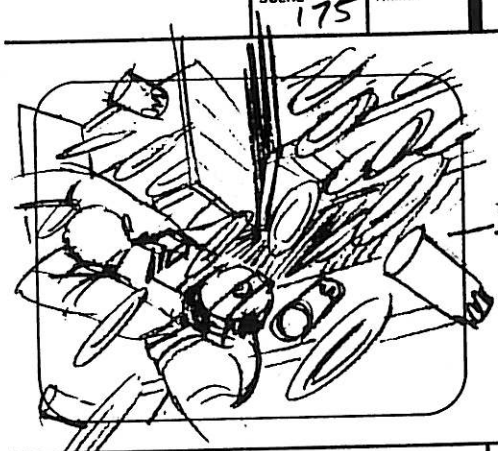
ACTION/ -- FOLLOWED BY PETE --	ACTION/ -- FOLLOWED BY WINSTON	ACTION/ EGON STRIDES PAST CABINETS, O.S,	ACTION/ RAY RUNS IN, SMOKING A LITTLE
DIALOGUE/ PETE, WINSTON, RAY (CONT) (AD LIB) HEY! OW! YOWCH! (ECT)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

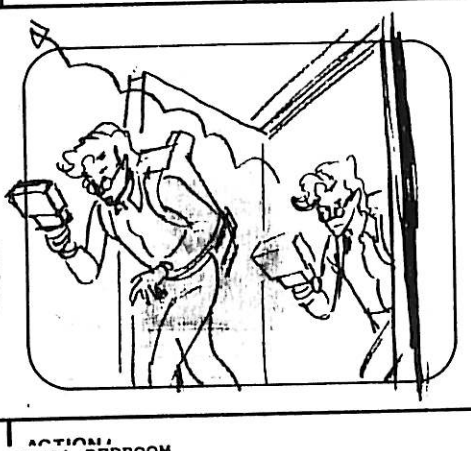
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 93

SCENE 175	TIMING	SCENE 176	TIMING	SCENE 177	TIMING	SCENE 178	TIMING



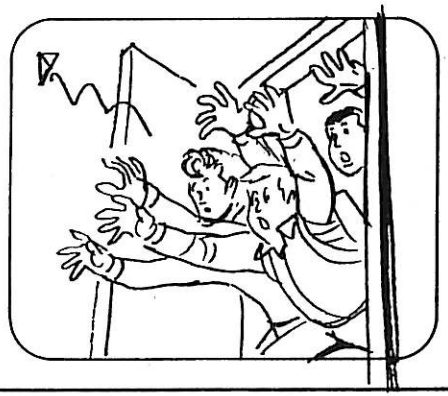


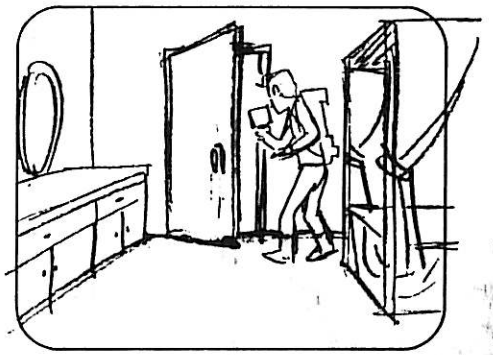
ACTION/ DISHES FLY OUT OF CABINET AT HIM	ACTION/	ACTION/ PETE COWERS BENEATH RAIN OF DISHES	ACTION/ INT. MRS. ROGERS' BEDROOM Egon walks in, calmly following his P.K.E. meter.
DIALOGUE/ RAY YOW!	DIALOG! EGON (studying the meter) We're getting closer.	DIALOGUE PETER That's comforting.	DIALOGUE/
SOUND FX/ CRASHING GLASS, CHINA	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

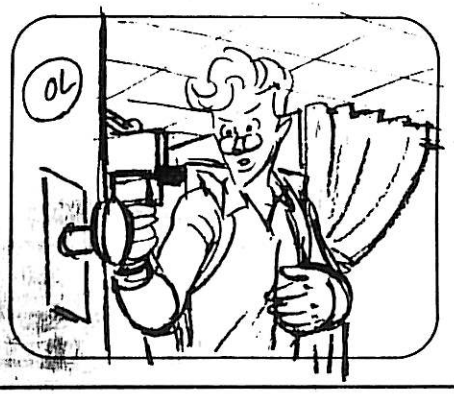
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				14

SCENE 178	TIMING	SCENE 178	TIMING	SCENE 179	TIMING	SCENE 180	TIMING







ACTION /
split-second behind him, Peter, Winston and Ray dash in and SLAM the door, bracing their arms against it to keep it shut as they catch their breaths. Egon has continued across room and OUT OF SHOT.

ACTION /
A

EGON
stands before a closet, his BEEPING, CLICKING, blinking meter going wild. The door stands open, blocking our view into the closet from this angle.

ACTION /

DIALOGUE /

DIALOGUE /
PETER, WINSTON & RAY
(PANTING)

DIALOGUE / EGON
EXCUSE ME, GENTLEMEN...

DIALOGUE / EGON (CONT)
... I believe I've located Wat.

SOUND FX /

SOUND FX /

SOUND FX /
LOUD FAST BEEPING

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 95

SCENE 181	TIMING	SCENE 181	TIMING	SCENE 182	TIMING	SCENE 182	TIMING

ACTION/

ACTION/ EGON RECOILS AWAY FROM CAM - PROTON BLASTS COME IN - GO INTO CLOSET

ACTION/ WINSTON, PETE, RAY WALK IN, FIRING BLASTS

DIALOGUE/ WINSTON + RAY (ad lib) Yeeh-hah!

DIALOGUE/

DIALOGUE/ (AD LIB) Take that, you slime ball! Eat protons!

WINSTON & RAY (CONT),

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

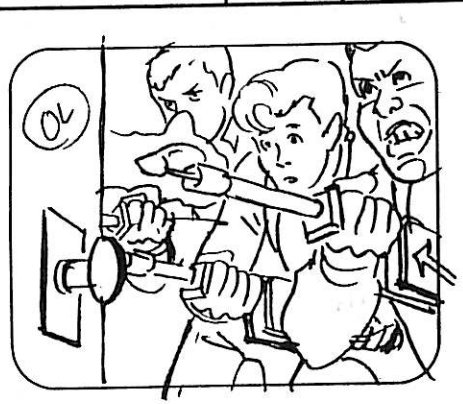
TIMING/

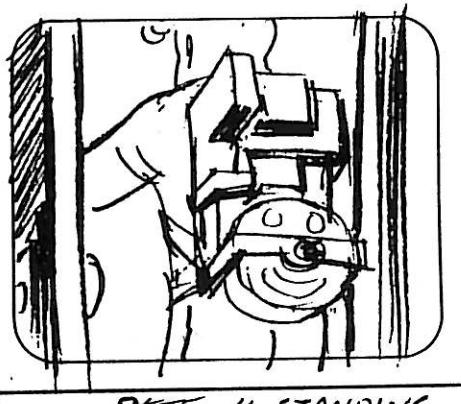
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 96

SCENE 182	TIMING	SCENE 182	TIMING	SCENE 182	TIMING	SCENE 183	TIMING





ACTION/ PETE STOPS FIRING, LOOKS SUPRISED, DROPS GUN—	ACTION/ PUTS OUT HANDS, STOPS OTHERS FROM FIRING, BENDS FOWARD INTO CLOSET	ACTION/	ACTION/ PETE IS STANDING IN CLOSET, BLOCKING VIEW OF WHATEVER IS THERE
DIALOGUE/ WINSTON + RAY (CONT) (MORE COMBAT AD-LIBS)	DIALOGUE/ PETER Whoa! Wait! Hold it! Cease fire!	DIALOGUE/	DIALOGUE/ PETER (reached into closet) There's nothing in here but...
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO 97

SCENE 183	TIMING	SCENE 184	TIMING	SCENE 185	TIMING	SCENE 186	TIMING

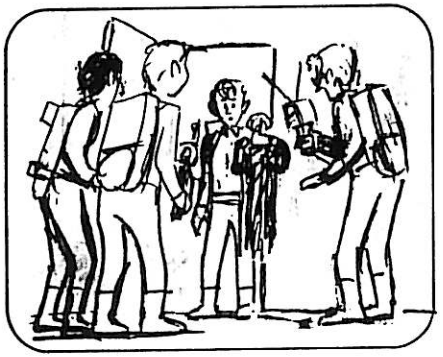
ACTION/

DIALOGUE/ PETER (CONT)
(withdraws hanger with smoldering dress on it)
...Mrs. Rogers' dress.

SOUND FX/

NOTES/

TIMING/



ACTION/ PETE TURNS TOWARD CAM, HOLDING SINGED DRESS T.U., THEN PAN DOWN DRESS

EVERYONE IS TOO NON-PLUSSED TO SPEAK

DIALOGUE/

SOUND FX/ LOUD, WILD P.K.E. METER BEEPING

NOTES/

TIMING/

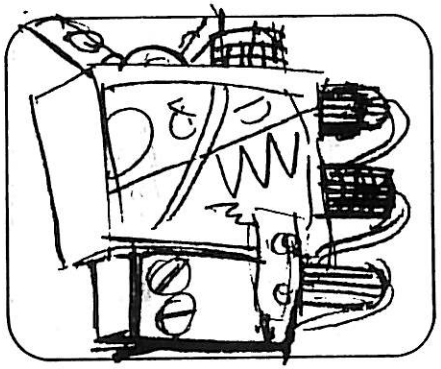
ACTION/ EGON HOLDS P.K.E. METER TO DRESS

EGON
It's driving the needle right off the top of the scale.

SOUND FX/

NOTES/

TIMING/



ACTION/ TOTALLY WILD, ABSTRACT, CHANGING PATTERN ON SCREEN

DIALOGUE/

SOUND FX/

NOTES/

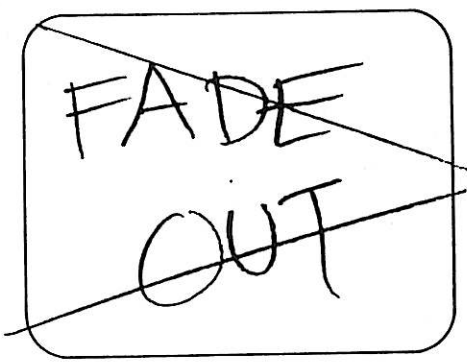
TIMING/

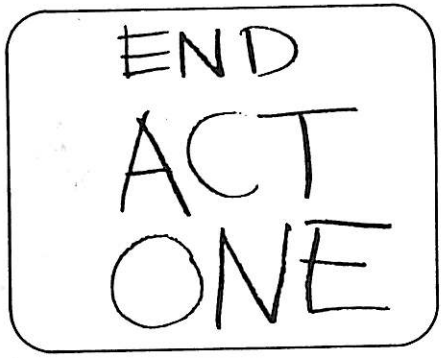
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 98

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	187			188							





ACTION /	ACTION / T.U. ON EGON	ACTION /	ACTION /
WINSTON (incredulous) You don't mean...			
DIALOG RAY (can't believe it) Mrs. Rogers...?	DIALOGU EGON Is Wat.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

MRS ROGER'S NEIGHBORHOOD

ACT TWO

FADE IN

ACTION /	ACTION /	ACTION /	ACTION: INT. BEDROOM - GROUP STANDS IN FRONT OF CLOSET - PETE HOLDS DRESS
DIALOGUE /	DIALOGUE /	DIALOGUE /	PETER - IF MRS ROGERS IS REALLY WATT - OH NO!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	2			1			3			4	

ACTION/	ACTION/ ~~SUDDENLY~~, DRESS SWINGS ~~UP~~ WRAPS ~~ITSELF~~ AROUND PETER'S NECK	ACTION/ HE TRIES TO PULL IT OFF HIM	ACTION/ WINSTON, EGON, LEAN IN, START PULLING AT DRESS
DIALC PETER JANINE'S ALONE WITH --	DIALOGUE/	DIALC PETER AACH! GET IT OFF ME!!	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				2

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ EGON + WINSTON TRY TO PULL DRESS OFF PETE - RAY WAITS IN B.G., WAITING TO FIRE PROTON BLASTER

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION/ SUDDENLY, DRESS LOOSES ITS GRIP - BOTH IT AND PETE FALL O.S.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION/ DRESS STRUGGLES BETWEEN EGON + WINSTON

WINSTON - IT'S STILL STRUGGLING !! EGON SHOOT IT, RAY!!

SOUND FX /

NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION /	ACTION / DRESS STARTS TO REACH FOR WINSTON	ACTION / EGON + WINSTON DROP DRESS, RECOIL	ACTION / DRESS THRASHES ABOUT...
DIALOGUE / RAY I CAN'T GET A CLEAR SHOT!	DIALOGUE / WINSTON NAH!! IT'S REACHING FOR ME!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE | SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

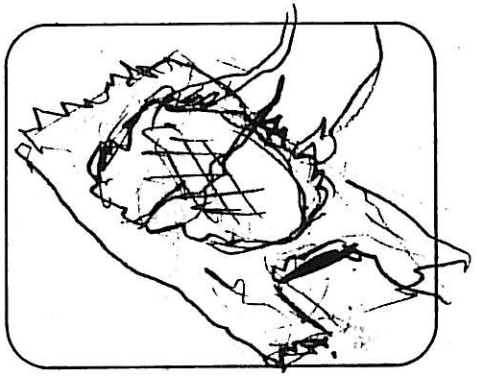
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ ,,, THEN TURNS AROUND AND CRAWLS O.S. ,,,	ACTION/ ,,, TOWARDS RAY ,,,	ACTION/ ,,, WHO BACKS AWAY TILL HE'S STOPPED BY WALL	ACTION/ RAY FIRES
DIALOGUE/	D RAY STAY BACK!!	DIAL RAY (CONT) I'M WARNING YOU, DON'T COME ANY CLOSER	DIALOGUE/
SOUND FX/	SO	SOUN	SOUND FX/ BLASTER
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

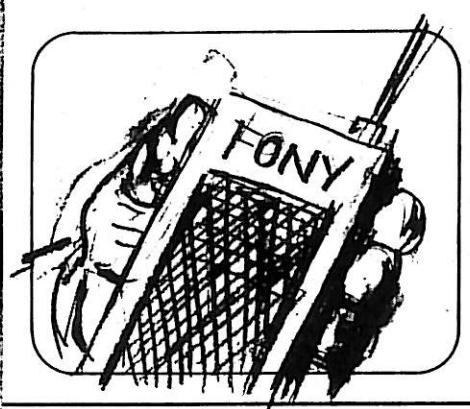


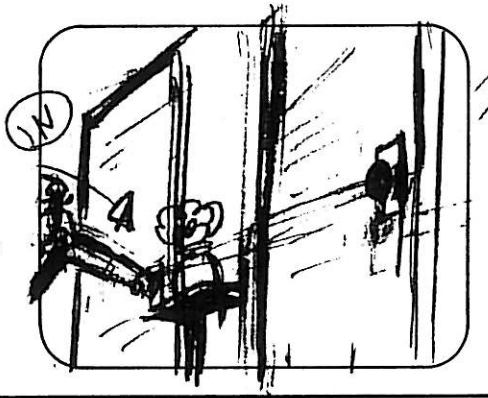
ACTION /	ACTION / DRESS JERKS SPASMODICALLY	ACTION / ...THEN IS STILL.	ACTION / PETE SPEAKS INTO WALKY TALKY
			PETER (into walkie-talkie) Janine! This is an emergency! You're in grave danger!
DIALOGUE /	DIALOGUE /	DIALOGUE /	WINSTON (worried) Don't say "grave."
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



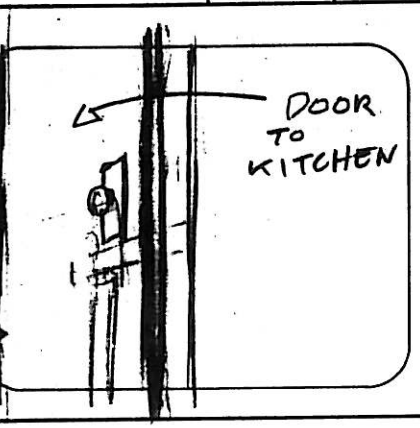


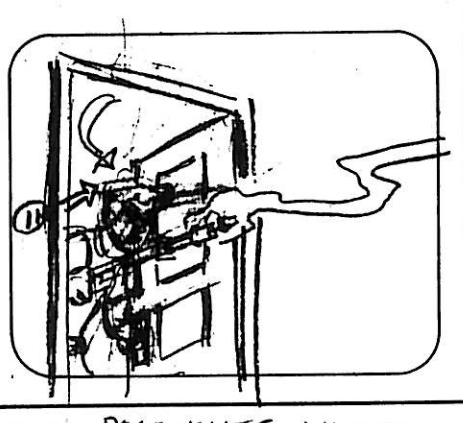
ACTION/ NOTHING BUT STATIC - CLOSE ON WALKY TALKY	ACTION/	ACTION/	ACTION/ PETER REACHES IN, GRABS DOOR HANDLE
DIALOGUE/	DIALOGUE/ PETER Something's jamming the frequency	DIALOGUE/ RAY Something called "Wat"!	DIALOGUE/
SOUND FX/ STATIC	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





ACTION/ PAN OVER TO INCLUDE REST OF GROUP	ACTION/	ACTION/ INT. BACK PARLOR	ACTION/ DOOR FLIES INWARD, PETE STEPS IN, FIRING PROTON BLASTER
DIALOGUE/ PETE ALL RIGHT, GUYS -- ON A COUNT OF THREE -- ONE -- TWO --	DIALOGUE/	DIALOGUE/	DIALOGUE/ PETE (CONT) -- THREE!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ BLASTER
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING

ACTION/ REST OF GROUP LEAPS OUT BEHIND HIM, ALSO FIRING BLASTER

DIALOGUE /

SOUND FX /

NOTES/

TIMING/

ACTION/ PAN SLIGHTLY - PETE, WINSTON MOVE IN FRONT OF BOOKCASE -

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ - BOOKS FLY OUT OF CASE, HITTING WINSTON & PETE

DIALOGUE/

SOUND FX/ FALLING BOOKS

NOTES/

TIMING/

ACTION/ RAY FIRES BLAST

DIALOGUE/

SOUND FX/ BLAST

NOTES/

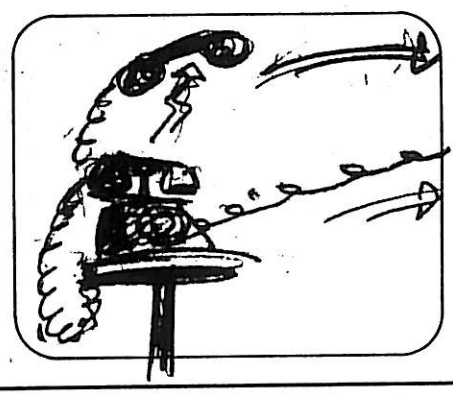
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			1

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING



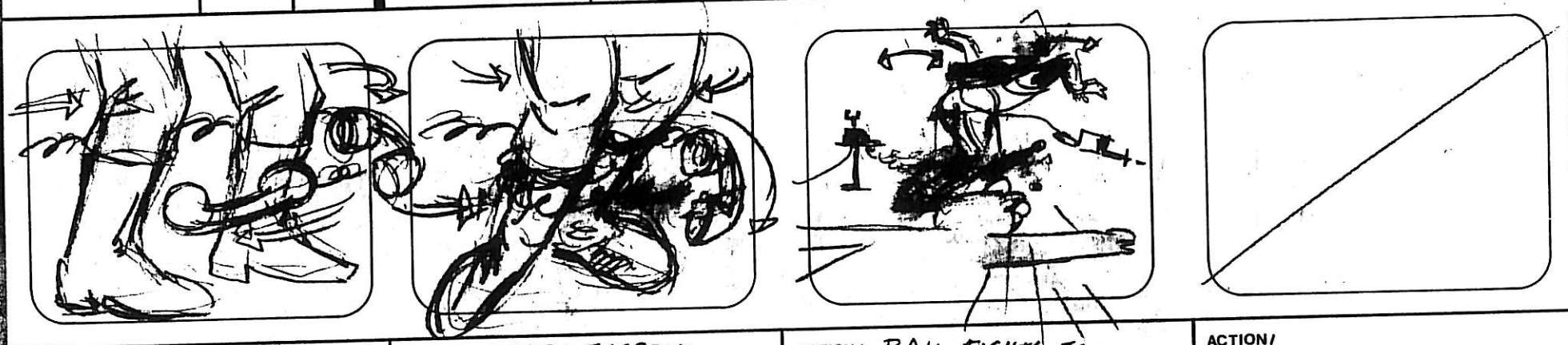
ACTION/ BOOKS FALL INTO FRAME ONTO PETE + WINSTON	ACTION/ PARTICAL BEAM DARTS IN, HITTING BOOKS WHICH BURST INTO FLAME, AND IMMEDIATELY VANISH	ACTION/ RAY FIRES OFF PARTICLE BEAM	ACTION/ PHONE LEVITATES UP, O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / FALLING BOOKS	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION /	ACTION /	ACTION /	ACTION /
PHONE WRAPS CORD AROUND RAY'S LEGS, ONCE, TWICE ---	...THEN SHARPLY PULLS HIS LEGS TOGETHER	RAY FIGHTS TO KEEP BALANCE	
DIALOGUE /	DIALOGU	DIALOGUE /	DIALOGUE /
	RAY HEY!		
SOUND FX /	SOUND FX	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

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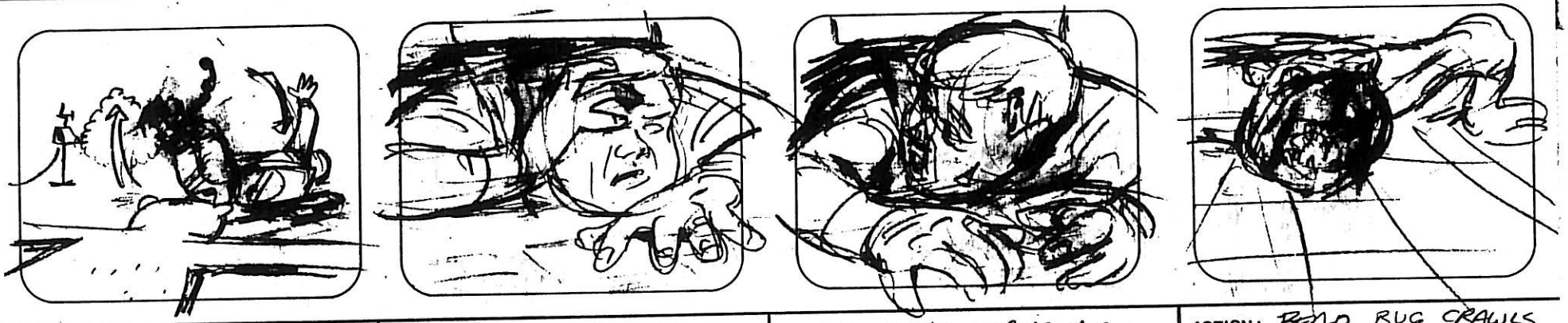
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ PHONE CORD YANKS RAY OFF HIS FEET— HE LANDS, HARD	ACTION/	ACTION/ RAY TURNS AT BEAR GROWL	ACTION/ BEAR RUG CRAWLS MENACINGLY TOWARD CAM- RAY'S P.O.V.
DI RAY OOF!!	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ THUD	SOUND FX/	SOUND FX/ BEAR GROWL	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION /	ACTION / RAY REACHES FOR BLASTER--	ACTION / --WITHDRAWS HAND AS BEAR RUG FLOPS IN ON TOP OF RUG	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / BEAR GROWL	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

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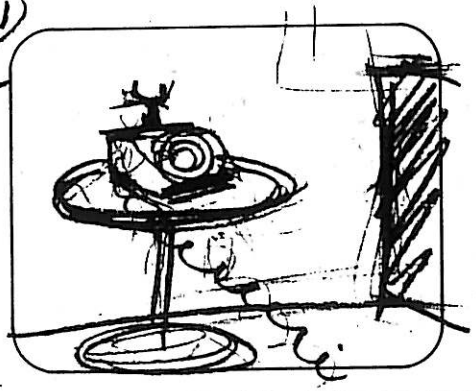
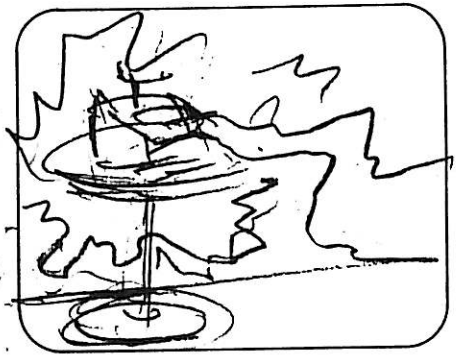
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



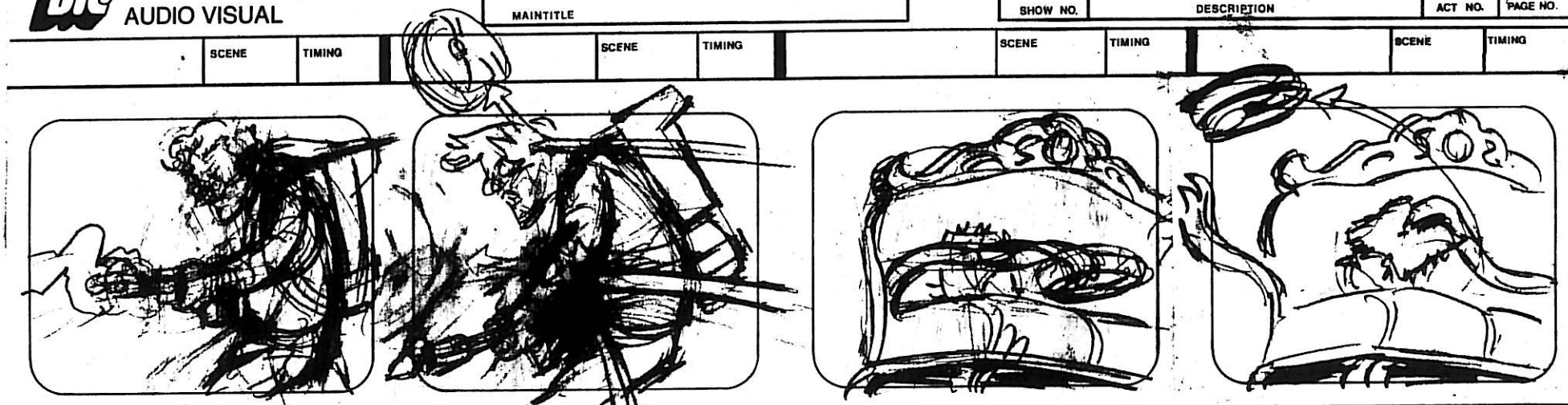


ACTION /	ACTION / BEAM IN, FRIES BEAR RUG	ACTION /	ACTION / BEAM SHOOTS IN, HITS PHONE
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / BEAR GROWL	SOUND FX / BLASTER	SOUND FX /	SOUND FX / BLASTER
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE			SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION /	ACTION /	ACTION /	ACTION /
EGON IS FIRING BEAM	THROW PILLOWS FLY IN, HITTING EGON	COUCH ARMS ARE GRABBING PILLOWS, THROWING THEM	
DIALOGUE /	DIALOG EGON OW!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

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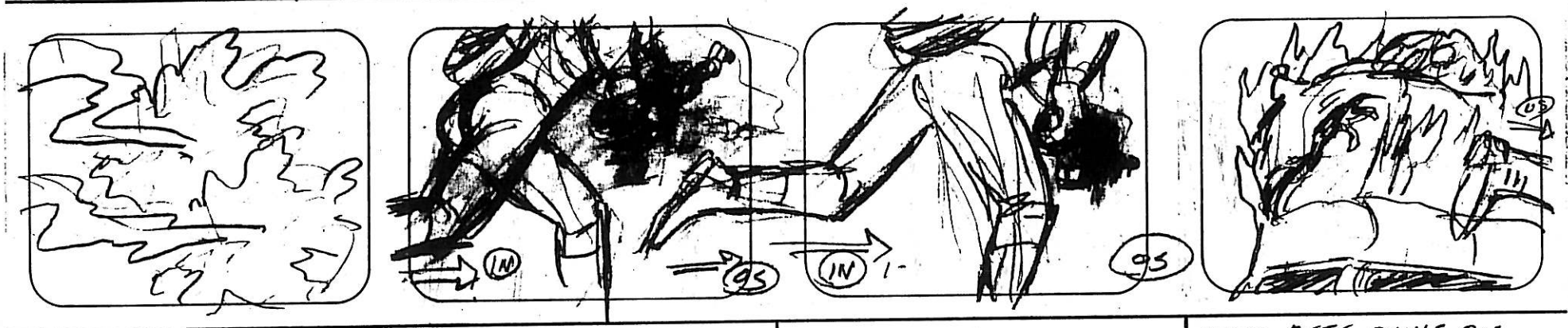
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ TWIN BEAM SHOOT IN HITTING COUCH	ACTION/ WINSTON RUNS THRU FRAME, FOLLOWED BY PETE	ACTION/	ACTION/ PETE RUNS O.S. COUCH IS LIGHTLY AFLAME- COUCH ARM GRASPS AT AIR SPASMODICALY - FLAME IS GREEN-
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ BLASTER	SOUND FX/	SOUND FX/	SOUND FX/ NO FLAME SFX
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

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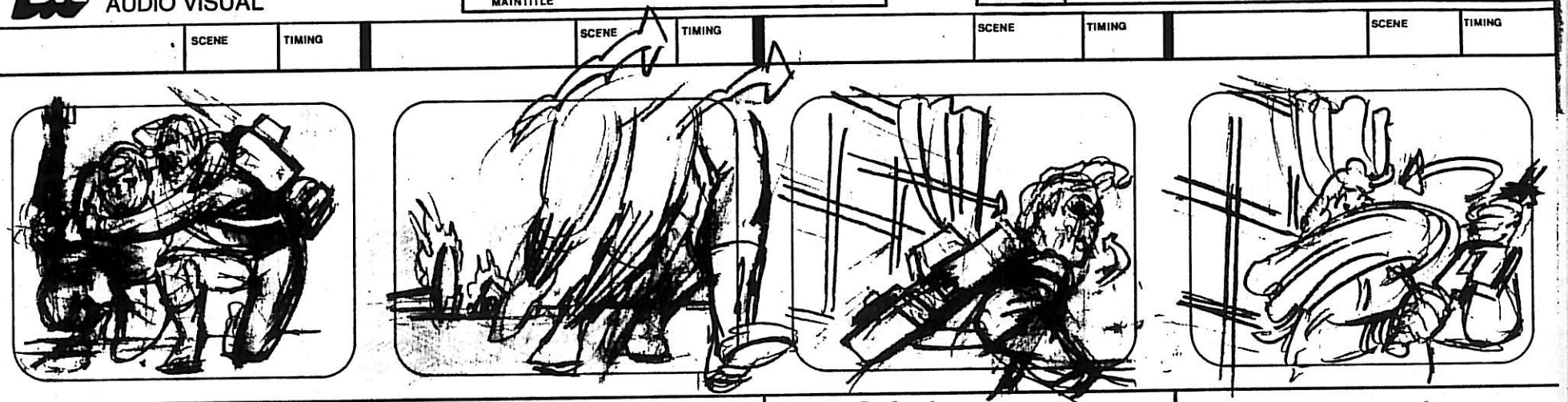
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ EGON HELPS RAY UP, THEY RUN O.S.	ACTION/ PHONE STAND AND PHONE BURN GREENLY	ACTION/ PETE TURNS TO SEE IF EGON AND RAY ARE O.K.	ACTION/ DRAPES GRAB PETE AROUND FACE
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / NO FLAME SFX	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ BEAM SHOOTS IN, CRISPS DRAPES ABOVE PETE, FREEING HIM

DIALOGUE /

SOUND FX/ BLASTER

NOTES/

TIMING/

ACTION/ WINSTON FIRES OFF BEAM - STANDS IN FRONT OF PAINTING FROM ACT 1, SCENE #63

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ WOMAN IN PAINTING TURNS INTO MONSTER, REACHES OUT FOR WINSTON,

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ GRABS HIM BY COLLAR, PICKS HIM UP INTO AIR

DI. EVIL WOMAN (LAUGHTER)

SOU

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ BEAM SHOOTS IN- HITS EVIL WOMAN - SHE DROPS WINSTON	ACTION/ SLIGHT CAM SHAKE AS HE HITS FLOOR, O.S.	ACTION/ EGON, RAY, REACH IN, HELP WINSTON UP ONTO HIS FEET,..	ACTION/ ,,, WALK HIM O.S.
DIALO EVIL WOMAN (SHRIEK)	DIALOGUE/	DIALOGUE WINSTON (GROAN)	DIALOGUE/
SOUND /// PARTICLE BEAM	SOUND FX/ THUD	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
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	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
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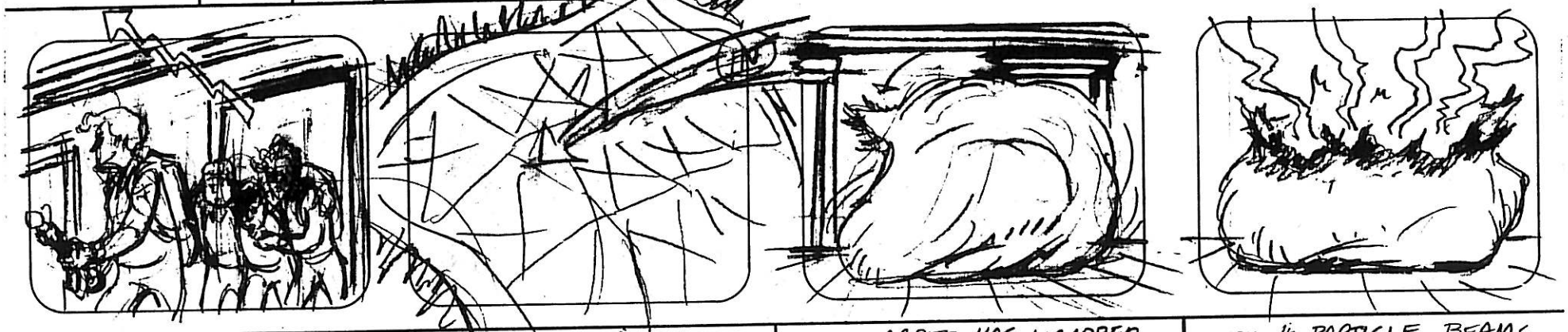

ACTION/ INT LIVING ROOM— PETE STRIDES IN WARILY— EGON + RAY CARRYING WINSTON	ACTION/ CARPET (ACT #1 SCENE # 154) FLIES IN, COVERING THEM LIKE A NET	ACTION/ CARPET HAS WRAPPED ITSELF AROUND THEM COMPLETELY	ACTION/ 4 PARTICLE BEAMS SIMULTANEOUSLY RIP THRU RUG
DIALOGUE /	DIALOGUE /	DIA (GHOSTBUSTERS (AD LIB) HEY! WHAT'S THE IDEA? RAY WHAT? EGON!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX/ 4 BEAM BLASTS
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

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ACTION/ RUG DISINIGRATES, BURNING WITH TINY GREEN FLAME - GHOST BUSTER

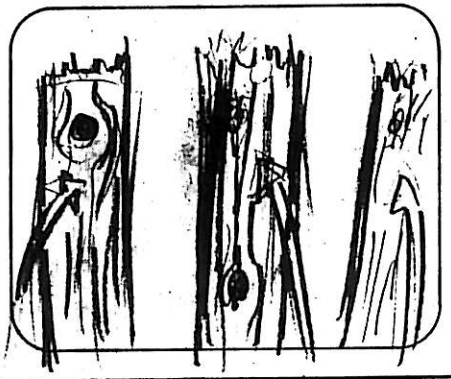
KEEP FIRING OF BEAMS

DIALOGUE /

SOUND FX/ (NO FLAME SFX) TEARING, SNAPPING

NOTES/ BLASTER

TIMING/



ACTION/ WOODEN PLANKS TEAR THEMSELVES UP OFF FLOOR, UP INTO SCENE

DIALOGUE/

SOUND FX/ WOODEN PLANKS

NOTES/ A (STOP)

TIMING/

ACTION/ REVERSE ANGLE — PLANKS BAR THEIR WAY TO ENTRY WAY AND FRONT DOOR

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ PLANKS MARCH, HOPPING & TOWARD CAM

DI/ EITHER EGON OR WINSTON SHOULD MAKE SOME PITHY COMMENT HERE

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

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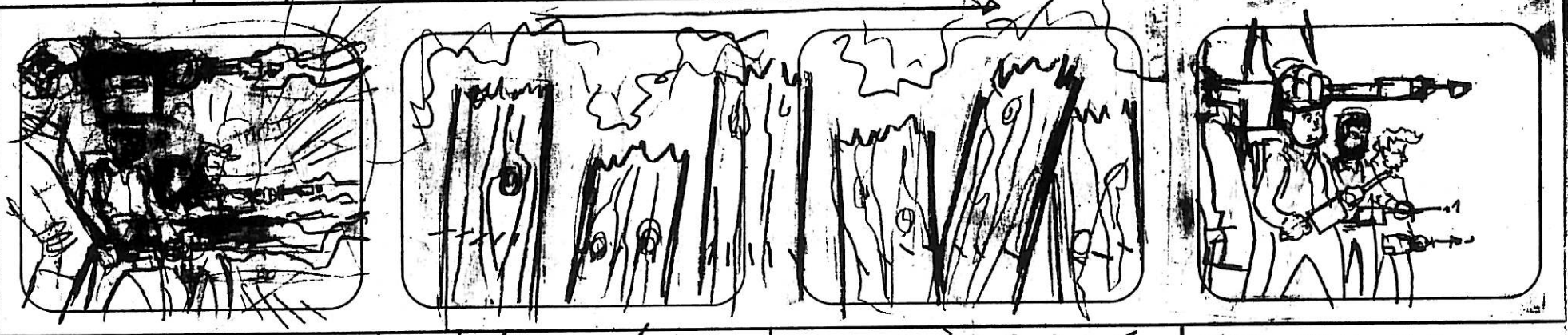
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ THEY FIRE PARTICLE BEAMS O.S.	ACTION/	ACTION/	ACTION/ THEY STOP FIRING
DIALOGUE/ PETER (V.O.) BLAST 'EM!!	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ BLASTER	SOUND FX/ EXPLODING WOODEN PLANKS	SOUND FX/	SOUND FX/
NOTES/	NOTES/ PAN ACROSS PLANKS AS PARTICLE BEAMS HIT THEM, BLASTING PLANKS TO SPLINTERS	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

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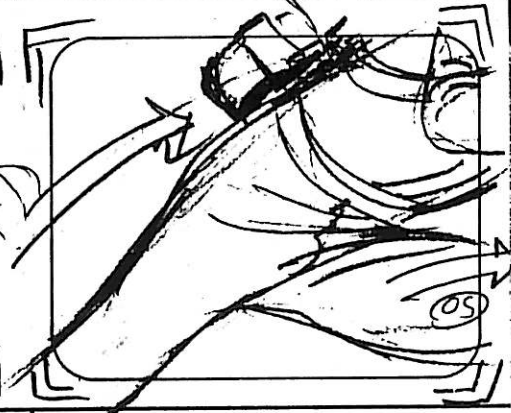
SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING



ACTION/ CAM STARTS SHAKING

FURNACE MONSTER CREEP, GODZILLA TYPE BELLOWING

DI

SOUND FX/ LOUD, DEEP, BANGING, RENDING METAL

NOTES/ CONTINUE FURNACE MONSTER'S BELLOWING THRU SCENE #

TIMING/

ACTION/ CAM SHAKE WINSTON, RAY LOOK OF GAP IN FLOOR WHERE PLANKS PULLED THEMSELVES

WINSTON IT'S COMING FROM THE BASEMENT! RAY- BUT, WHAT IS IT?

SOUND FX/

NOTES/

TIMING/

ACTION/

EGON I SUGGEST WE LEAVE BEFORE WE HAVE TO FIND OUT

SOUND FX/

NOTES/

TIMING/

ACTION/ EGON LEAPS THRU FRAME, OS

DIALOGUE/

SOUND FX/

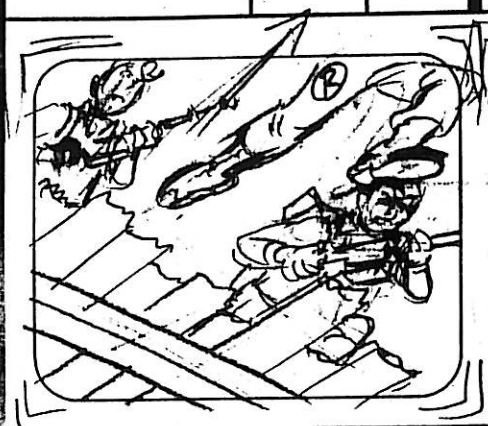
NOTES/

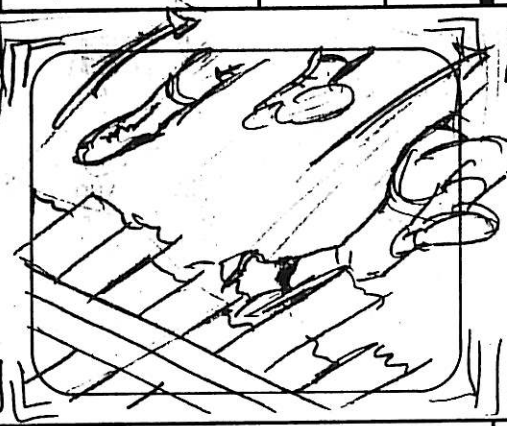
TIMING/

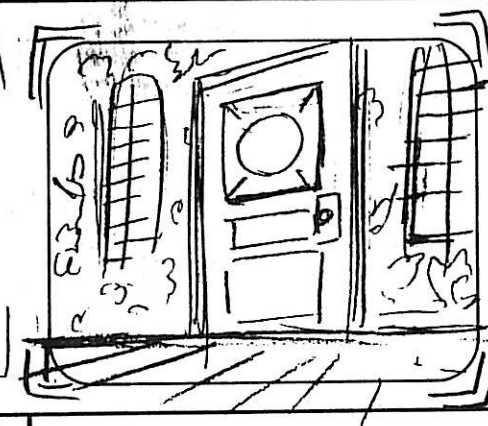
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION/ RAY LEAPS O.S. OVER CAM, FOLLOWED BY WINSTON + PETE	ACTION/	ACTION/ INT ENTRY WAY - PETE JUMPS IN, LANDS ON ALL FOURS.	ACTION/ ANGLE ON FRONT DOOR
DIALOGUE/	DIALOGUE/	DIALOGUE/ WINSTON Keep it up, guys!	DIALOGUE/ WINSTON (CONT)(VO) A few more feet and we're outa here!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ CAM SHAKE	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

RAY

ACTION / STOP CAM SHAKE	ACTION / ANGLE ON FRONT DOOR As they back toward it, the walls of the little entry foyer start to bulge inward, narrowing the space, and the wallpaper sprouts dozens of arm-shapes -- like forearms and hands --all groping at the 'Busters.	ACTION / SLAPS at the strangely wallpapered hands clutching at him.	
DIALOGUE /	DIA / VARIOUS SPIRITS (MOANING and GROANING)	DIALOGUE / VARIOUS SPIRITS (CONT) (MOANING + GROANING)	RAY (indignant) Hey! Back off! No telling where those hands have been!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION /	ACTION /	ACTION /	ACTION /
	PETER grabs a broom and dustpan by the front door and thrusts them into a pair of the groping hands.		
DIALOGUE /	DIALOGUE /	DIALOGUE /	D PETER Here, make yourself useful!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ WINSTON reaches for the doorknob as more hands tug at his clothing.	ACTION/	ACTION/ SUDDENLY, CAM TILTS	ACTION/ FLOOR DROPS DOWNWARD AS THOUGH ON HINGE WITH FRONT DOOR
DIALOGUE WINSTON A little more, guys!	DIALOGUE/ WINSTON (CONT) Keep comin'!	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/ LOUD STRUCTURAL CREAKS AND GROANS	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

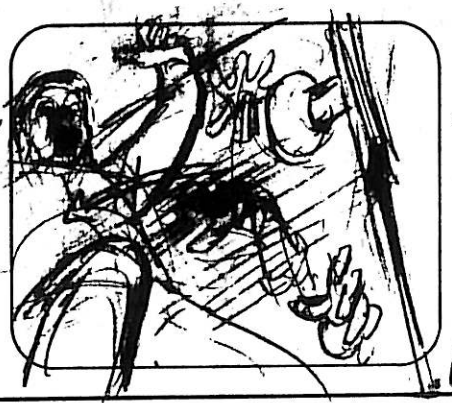
ACTION/ GUYS FALL BACKWARDS

DIALOGUE/

SOUND FX/ LOUD STRUCTURAL CREAKS AND

NOTES/

TIMING/



ACTION/ WINSTON FALLS BACKWARD, LEANS FOWARD FRANTICALLY, GRABS DOOR KNOB - ANIMATE B.G. TILTING, THEN PAN DIAGONALLY FROM WINSTON DOWN OTHER BUSTERS HANGING FROM HIM, HANDS GROPE TOWARDS THEM RESTLESSLY

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

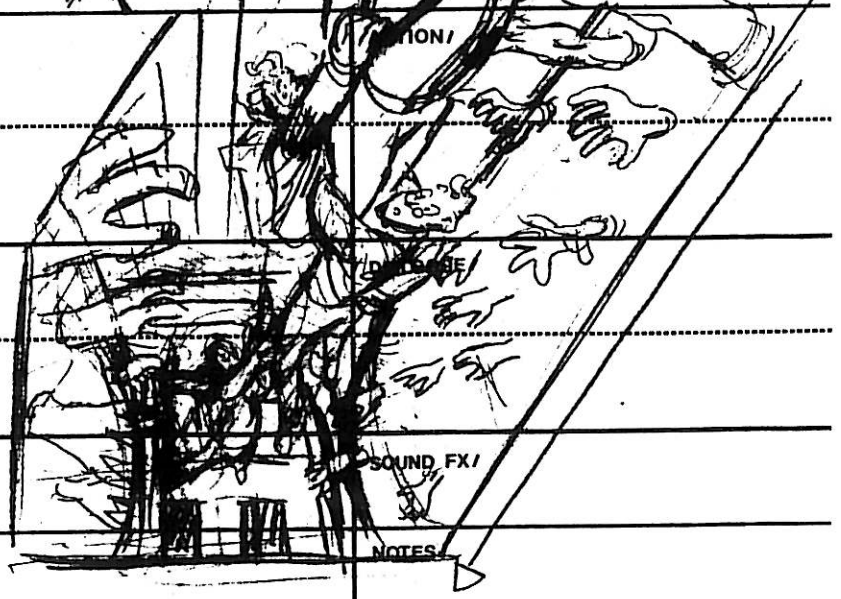
ACTION/

DIALOGUE/

SOUND FX/

NOTES/

TIMING/



ACTION/

DIALOGUE/

SOUND FX/

NOTES/

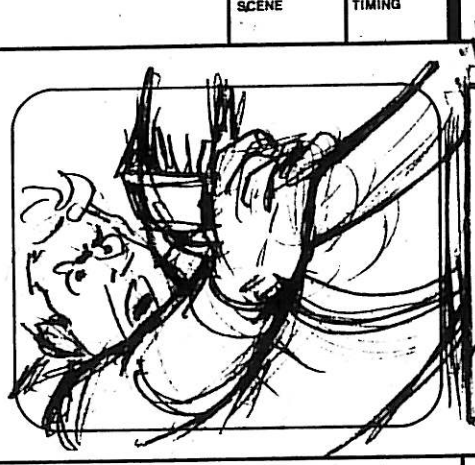
TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

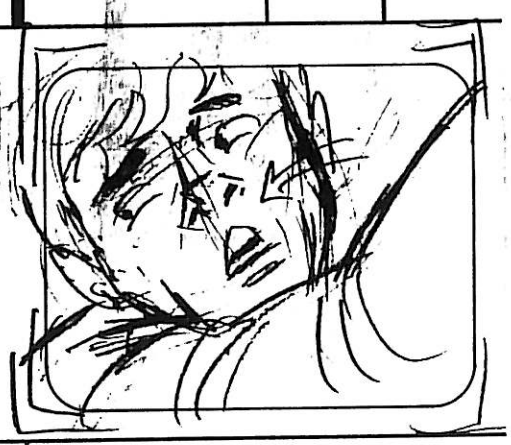
SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING



ACTION/ PETE HANGS FROM WINSTON'S BACK PACK STRAPS

ACTION/ EGON HANGS FROM WINSTON'S LEGS

ACTION/



ACTION/ PETE TURNS TOWARDS BELLOWING BENEATH HIM

DIALOGUE/

PETER (frustrated)
Will someone tell me what's goin' on here!

EGON (matter of factly)
What created this house as a trap... to catch us.

PETER
That really ticks me off! Hey, what are we -- Ghostbusters or mice?

DIALOGUE/ FURNACE MONSTER (VO) (OS) (LOUD, GODZILLA TYPE BELLOWING)

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

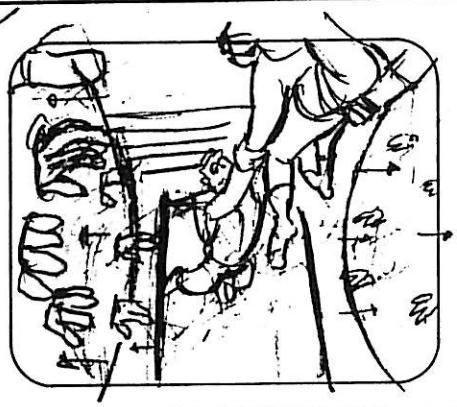
TIMING/

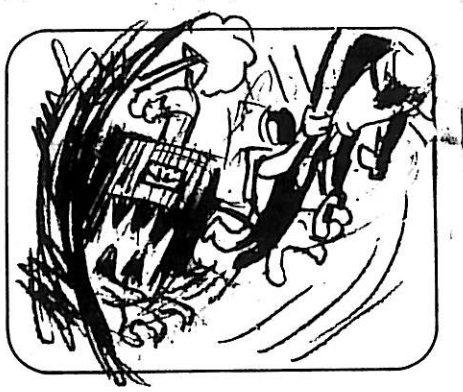
TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



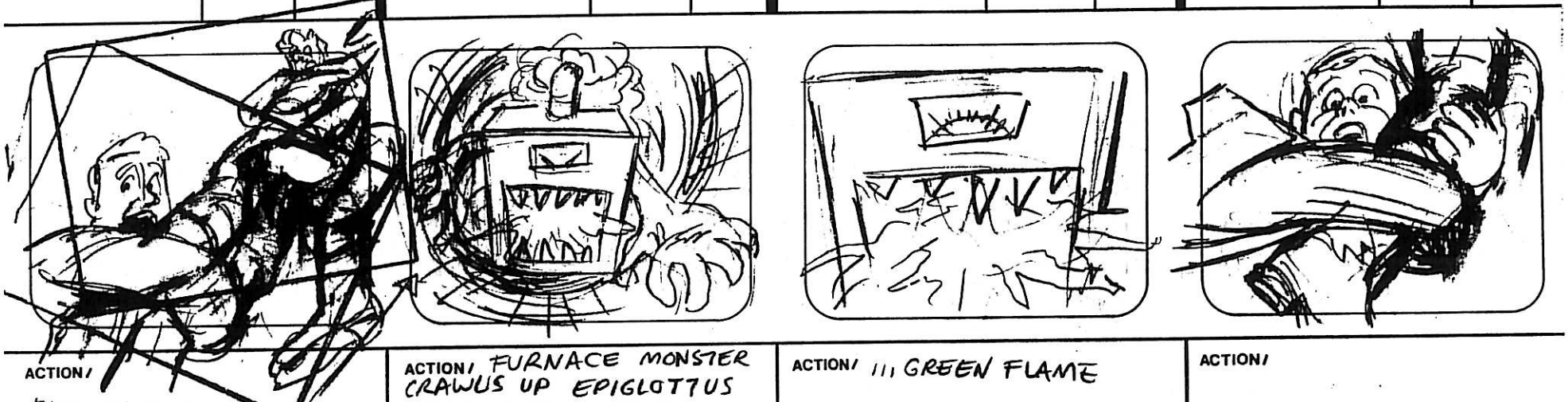


ACTION /	ACTION / HANDS RECEDE BACK INTO WALL, WALLS BECOME CONCAVE, THEN TURN SLIMY, LIKE AN EPIGLOTTUS	ACTION / SUDDENLY THEY ARE BACKLIT BY O.S. FLICKING GREEN LIGHT	ACTION / FURNACE MONSTER CLIMBS UP EPIGLOTTUS TOWARDS THEM
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ TILT CAM FROM RAY TO PETER	ACTION/ FURNACE MONSTER CRAWLS UP EPIGLOTTUS TOWARD CAM, BREATHING ,,,	ACTION/ ,,, GREEN FLAME	ACTION/
DIALOGUE/ RAY SO THAT'S WHAT WAS IN THE BASEMENT! PETER JUST DON'T HANG THERE, RAY -- DO SOMETHING!!	DIALOGUE/	DIALOGUE/	DIALOGUE/ RAY UH - ANYTHING PARTICULAR YOU HAD IN MIND, PETE?
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

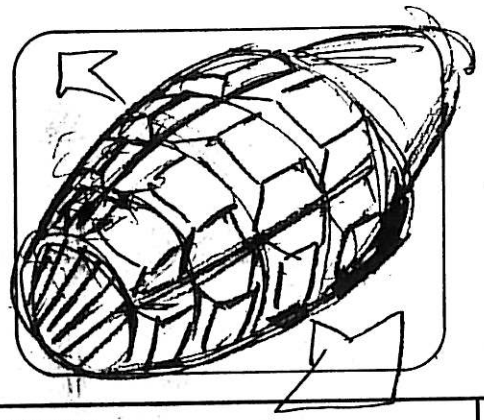
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

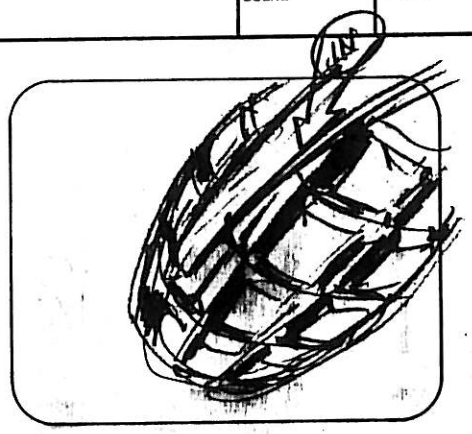
ACTION /	ACTION /	ACTION / RAY GRABS ECTO-GERNADE (COS) LIFTS IT INTO FRAME ,,,	ACTION / ,,, PULLS OUT PIN WITH TEETH ,,,
DIALOGUE / PETER ! DONT KNOW!,, DROP THE ECTO GERNADE DOWN IT OR SOMETHING! DO I HAVE TO THINK OF EVERYTHING?	DIALOGUE / WINSTON! THINK OF SOMETHING! I'M LOOSIN' MY GRIP!!!	DIALOGUE / RAY ALRIGHT! ALRIGHT, I'M READY!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



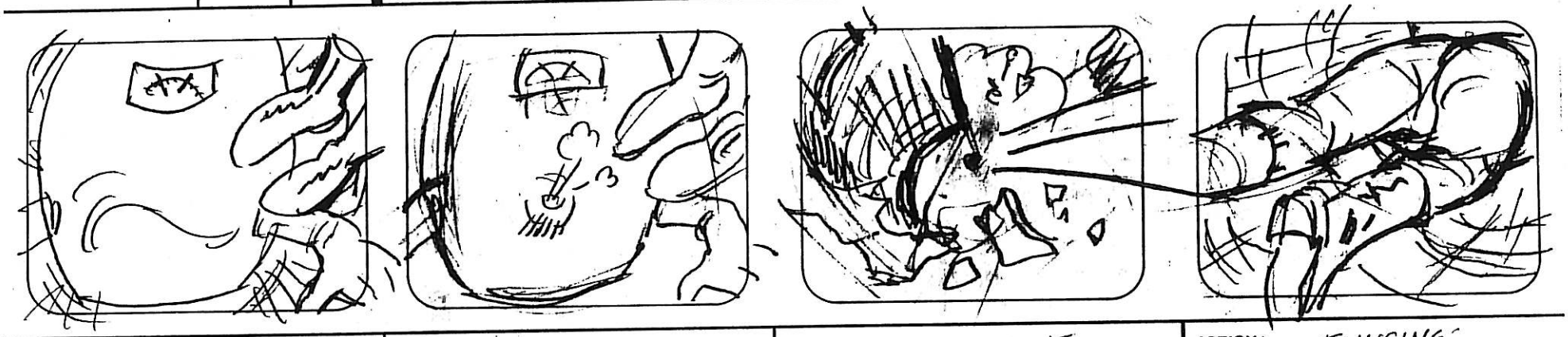


ACTION/ ...LOBS IT.. IT FALLS TOWARD CAMERA, FILLING FRAME	ACTION/	ACTION/ ECTO-GERNADE: FALLS PAST CAM, INTO MOUTH OF FURNACE	ACTION/
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



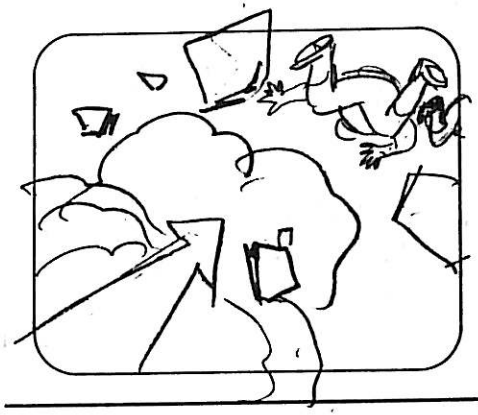
ACTION/ FURNACE EATS ECTO-GRANADE	ACTION/	ACTION/ SUDDENLY IT EXPLODES...	ACTION/ ...FLINGING RAY UP, AND O.S.
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ EATING SFX	SOUND FX/ BURP	SOUND FX/ LOUD EXPLOSION	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

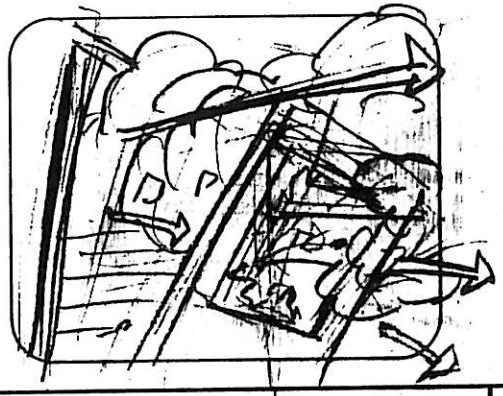
AUDIO VISUAL

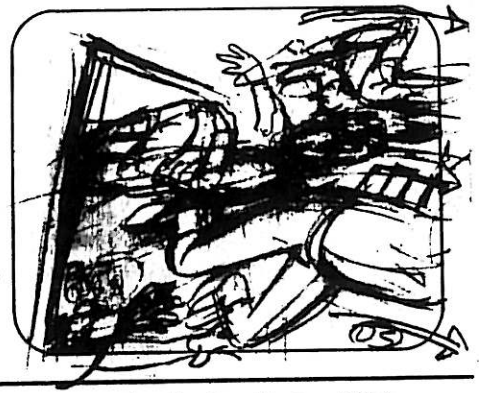
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





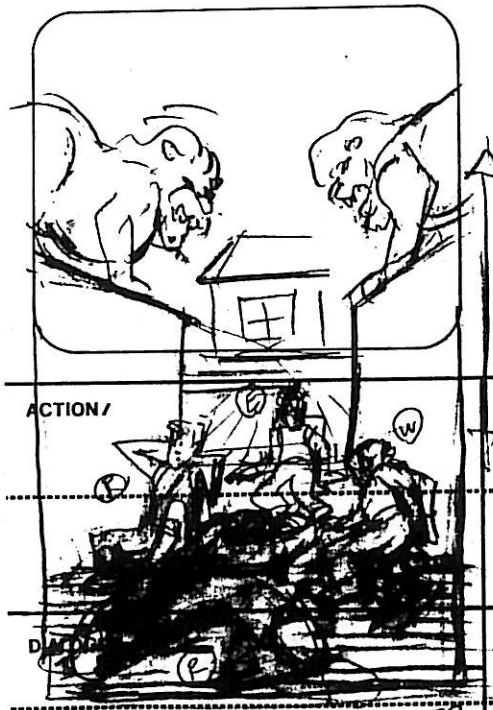


ACTION /	ACTION / EXT. PORCH - FRONT DOOR	ACTION / DOOR IS BLOWN OFF IT'S HINGES (O.S.)	ACTION / GHOST BUSTERS ARE CARRIED OUT THRU DOOR BY BLAST
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / LOUD EXPLOSION	SOUND FX /	SOUND FX / LOUD EXPLOSION	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/

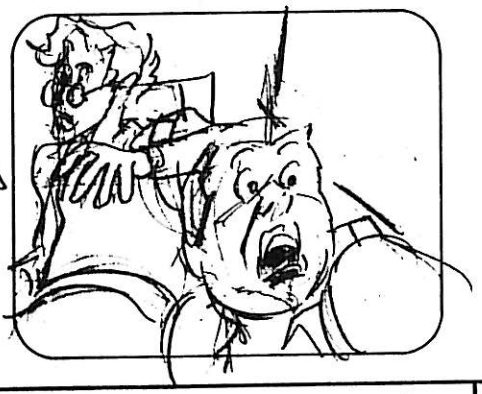
DIALOGUE/

PAN FROM GHOSTS BUSTER, SPRAWLED DAZEDLY AT BOTTOM OF STEPS, TO LIONS, COMING T LIFE

SOUND FX/

NOTES/

TIMING/



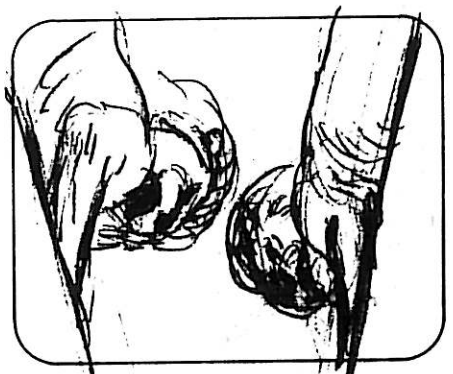
ACTION/

DIALOGUE/ LIONS SNARLING

SOUND FX/

NOTES/

TIMING/



ACTION/ UPSHOT ON LIONS

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ LION LEAPS OFF SIDE OF STAIRWAY TOWARD CAM

DIALOGUE/ TWO STONE LIONS (ROAR!)

SOUND FX/ LION ROAR

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ WINSTON AND EGON FIRE OFF PARTICLE BEAMS

ACTION/ LIONS ARE TRAPPED IN BEAM - THE ONE THAT LEPT IN FLOATING AND THRASHING IN MID AIR...

ACTION/ THE TWO STONE LIONS are struck by the streams and SHATTER as two amorphous, shadowy SPIRITS are exposed within, writhing and twisting in the streams.

DIALOGUE/

DIALOGUE/

DIALOGUE/

DIALOGUE/ TWO SPIRITS (WAIL and HOWL in anger)

SOUND FX/ PARTICLE BEAM

SOUND FX/

SOUND FX/ EXPLOSION

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

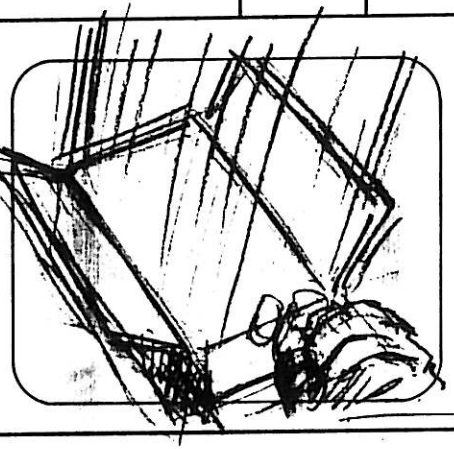
TIMING/

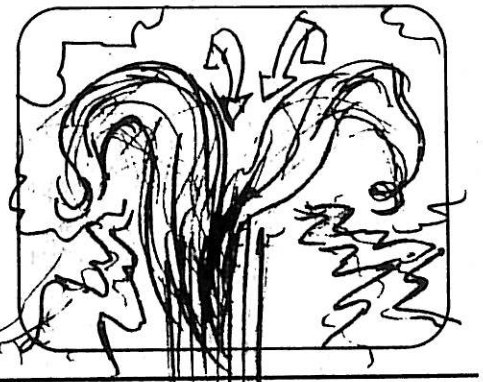
TIMING/

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



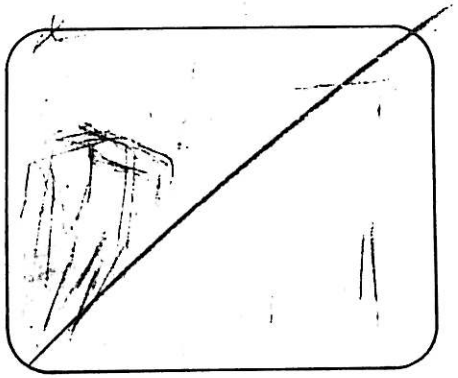


ACTION/ RAY HOLDS ECTO-TRAP ABOVE HIM - IT SNAPS OPEN	ACTION/	ACTION/ WRAITHS WRITH FOR A COUPLE BEATS, THEN ARE SUCKED O.S. DOWN,..	ACTION/ ..BEAM OF LIGHT FROM TRAPS
DIALOGUE/ Trap's open! RAY	DIALOGUE/	DIALOGUE/ TWO SPIRITS WAIL AND HOWL IN ANGER	DIALOGUE/ (FADES)
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

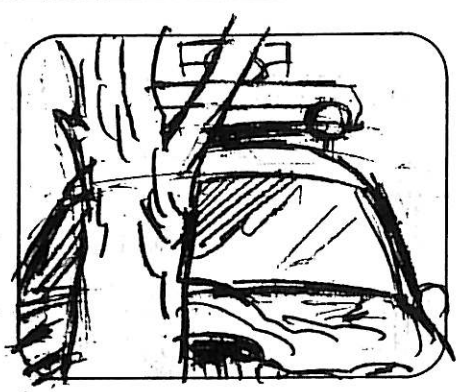


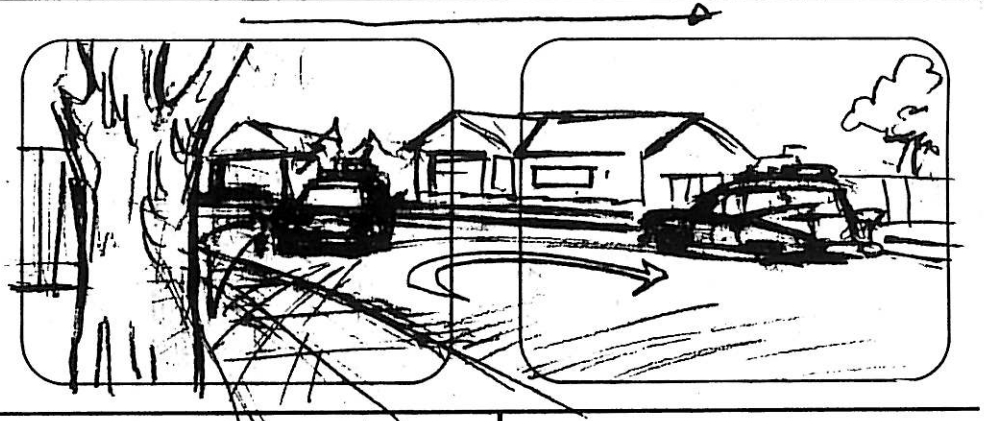
ACTION / WRAITHS ARE SUCKED DOWN BEAM OF LIGHT INTO TRAP !!!	ACTION / TRAP SNAPS SHUT	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE / JENSTON ALRIIIGHT, GUYS!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

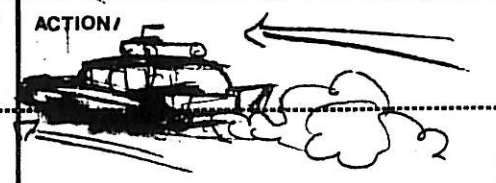
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



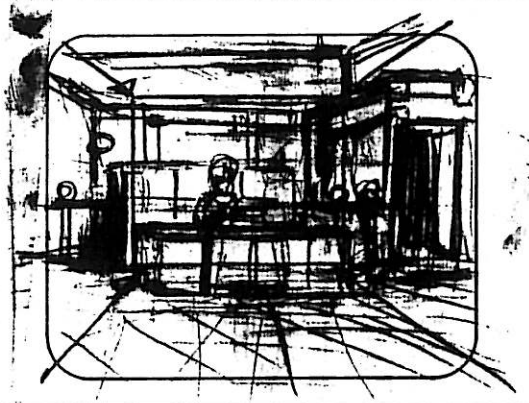


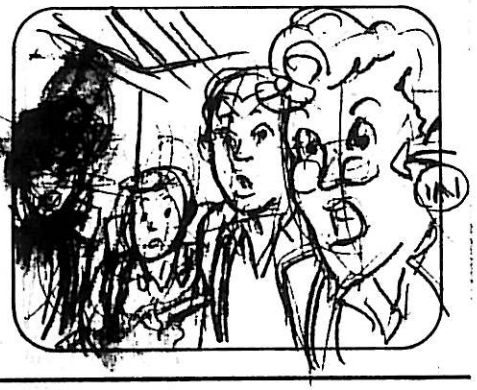
ACTION/ WINSTON TURNS, GOES TO ECTO-ONE	ACTION/ ECTO-1 BACKS AWAY FROM TREE FAST --	ACTION/ TURNS IN REVERSE AND SPEEDS O.S.	ACTION/ 
DI PETER (urgently) Now let's hope we get to Janine before Wat does!	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/ SQUEELING TIRES	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





ACTION/ INT. GHOSTBUSTERS H.Q. - GARAGE BAY - DAY

Ecto-1 roars in -- lights flashing and SIREN going -- and the Ghostbusters leap out at a dead run while the hearse is still grinding to a halt.

ACTION/ T.U. ON JANINE, SITTING AT DESK, CALMLY TYPING AND BLOWING BUBBLE

ACTION/

DIALOGUE /

DIALOGUE /

DIALOGUE /

FOUR GHOSTBUSTERS (urgent chorus)
JANINE!!

SOUND FX / SQUEELING BRAKES

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

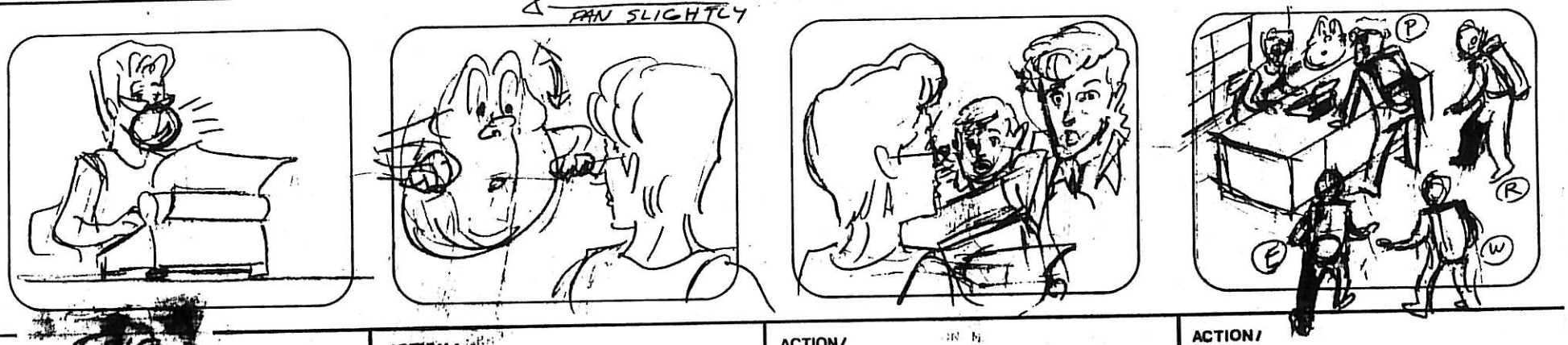
TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

4 PAN SLIGHTLY



ACTION/	ACTION/	ACTION/	ACTION/
The bubble pops, then:			
DIALOG/ JANINE (calmly continues typing) Hi, guys. All through with Mrs. Rogers' house?	DIALOG/ (2) SLIMER (urgent GRUNTS which sound like "Told ya! Told ya!")	DIALOG/ (1) PETE Yeah, but not with Mrs. Rogers. RAY She's a ghost!	DIALOG/ JANINE A ghost? WINSTON Yeah. Where is she?
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

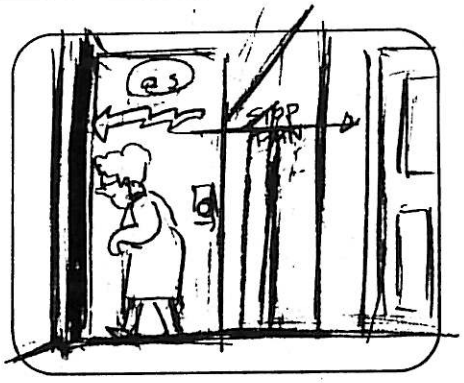
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

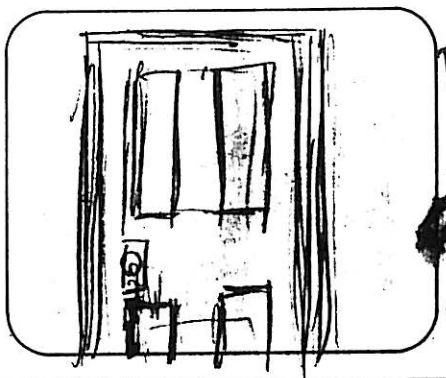
ACTION /	ANGLE ON NEARBY SHADOWY CORNER Mrs. Rogers, parakeet on her shoulder, slinks up to the corner and eavesdrops.	ANGLE ON MRS. ROGERS IN SHADOWS Listening. She smiles thinly. AND WALKS O.S.	ACTION / PAN. B.G. / MRS. R. GAINS IN
JANINE (realizes gravity of situation) I dunno. Looking around.	JANINE (V.O.) (CONT) She has some ideas for fixing the place up. PETER (V.O.) I'll bet she does.	PETER (V.O.) We've gotta find her fast! Let's go! Everybody split up!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

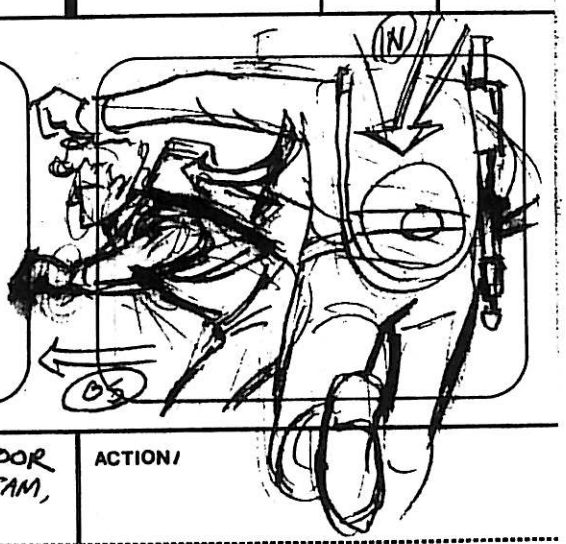
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION/ STOP PAN - MRS. R. GAINS O.S. INTO CLOSET, SHUTS DOOR	ACTION/	ACTION/ ANGLE ON CLOSET DOOR EGON RUNS IN PAST CAM, TURNS, GOES O.S.	ACTION/
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				1

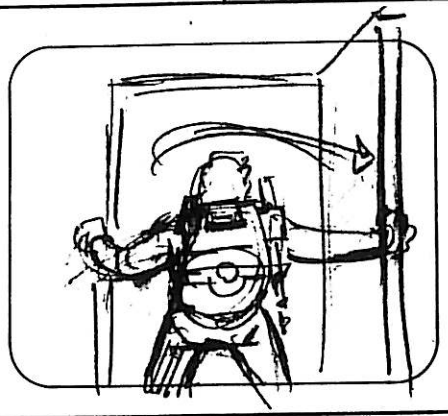
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

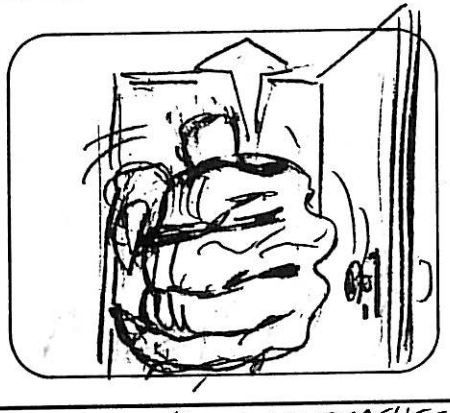
ACTION / WINSTON AND RAY DO THE SAME	ACTION /	ACTION / PETER RUNS IN, TURNS, RUNS O.S. -	ACTION / - HOLD BEAT, THEN PETER STEPS CAUTIOUSLY BACK IN FRAME
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

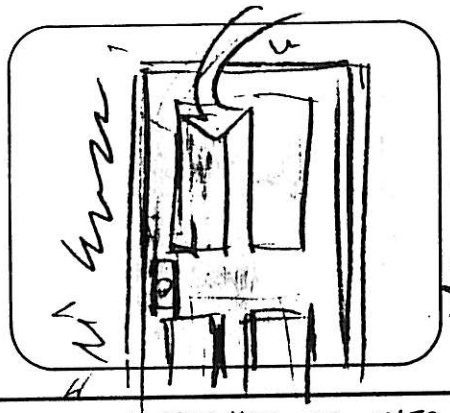
DIC AUDIO VISUAL

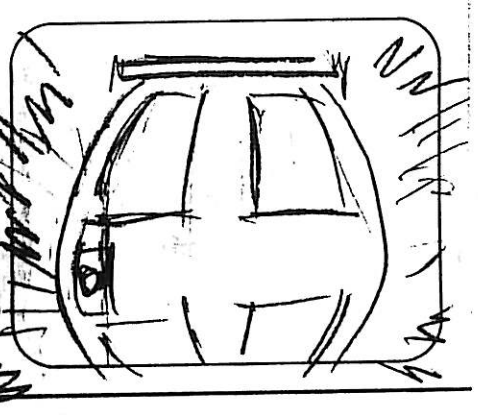
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING









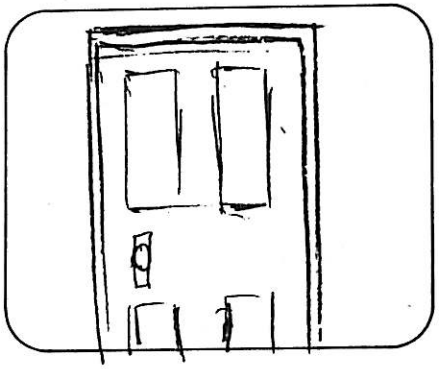
ACTION/ PETE YANKS OPEN CLOSET DOOR	ACTION/ WAT'S HAND REACHES (IN), GRABS PETE...	ACTION/ ,,, YANKS HIM O.S. INTO CLOSET - His yell is chopped off by door SLAM. Then a bright glow emanates from the seam around the door as the door itself swells and bulges. WIERD, UNEARTHLY SOUNDS come from within.	ACTION/
DIALOGUE /	DIALOGUE/ PETER (startled YELL...)	DIALOGUE/	DIALOGUE/
SOUND FX /	SOUND FX/	SOUND FX/ SLAM	SOUND FX/ WIERD, UNEARTHLY SFX
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

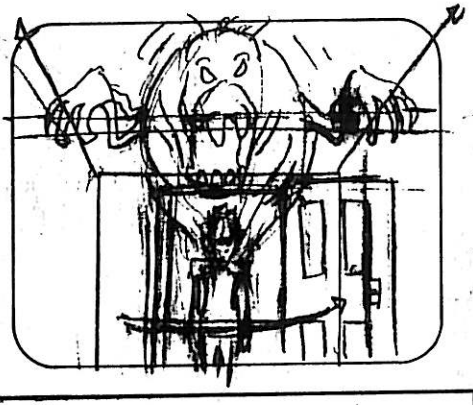
DIC AUDIO VISUAL

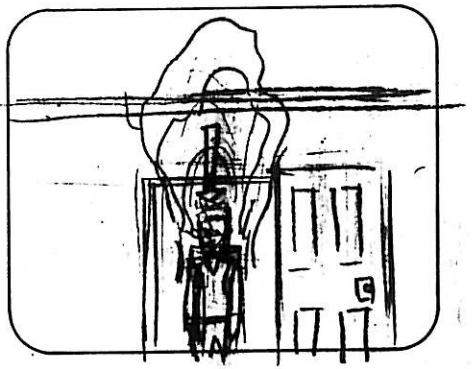
MAINTITLE

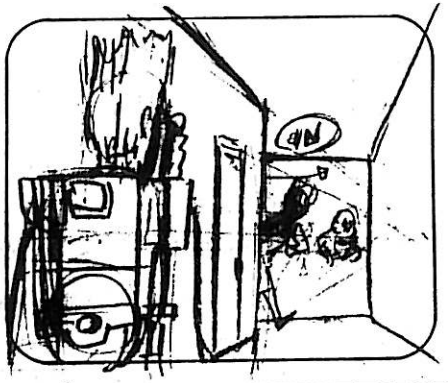
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING









A Then the glow abrupty extinguishes, the door snaps flat again and swings open. There stands Peter, arms at his sides, eyes glassy. His hair stands stiffly erect, like Don King's. TRUCK OUT - WE SEE WATT HOVERING ABOVE HIM, TRANSPARENT

ACTION/ WATT DISSAPEARS INTO PETER.

PETER'S EYES FLASH RED - THEN GLOW FADES, HIS EYES ARE TOTALLY BLANK

ACTION/ JANINE ROUNDS CORNER INTO FRAME, SLIMER FOLLOWING ---

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

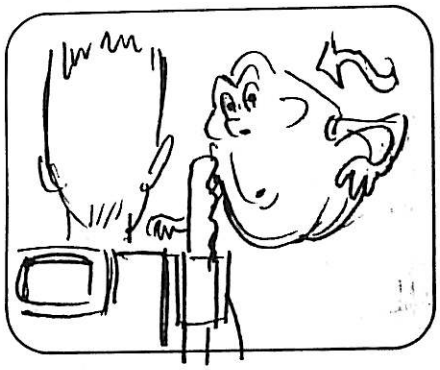
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ -- AND JOGS UP TO PETER, SAYING DIALOGUE AS SHE GOES	ACTION/	ACTION/	ACTION/
DIA/ JANINE (breathless) Any sign of her yet, Peter?	PETER (strangely flat, hypnotic) No, but I think I'm very close to her now.	DIALOGUE/	DIALOGUE/ JANINE OH... OKAY, BY THE WAY, LOVE YOUR NEW 'DO.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

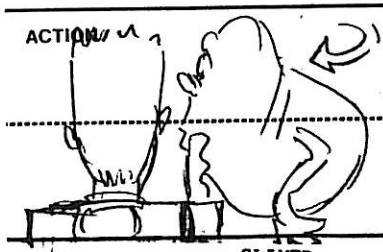
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/



SLIMER

is still hover
and down befor

ags his hand up

from out of the closet behind Peter, the Flying Reptile springs forth menacingly, lands atop Peter's head --

ACTION/

DIALOGU (SNIFFS curiously at Peter's hair, like a dog)

SLIMER

DIALOGUE/

DIALO SLIMER (suspicious GROWL)

DIALOGUE/ PRECIOUS/CREATURE LOUD SCREECH

SOUND FX/

SOUND/

SOUND FX/

SOUND FX/

NOTES/ SLIMER STARES AT PETE ODDLY, THEN FLOATS UP TO HIM, SNIFFS HIM LIKE A DOG

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

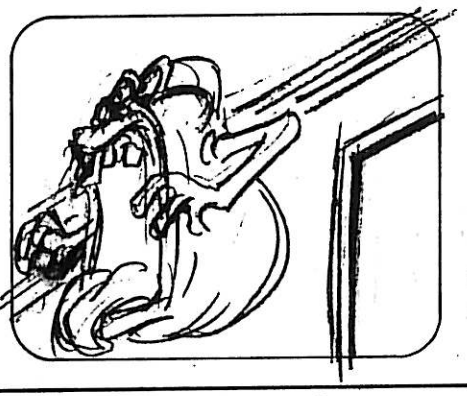
TIMING/

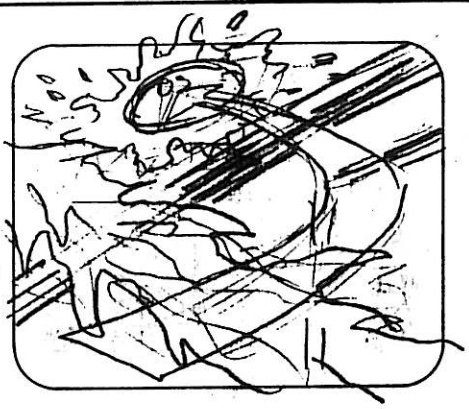
MORE PICS NOT DONE YET

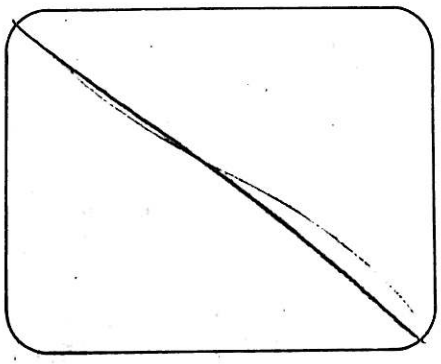
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





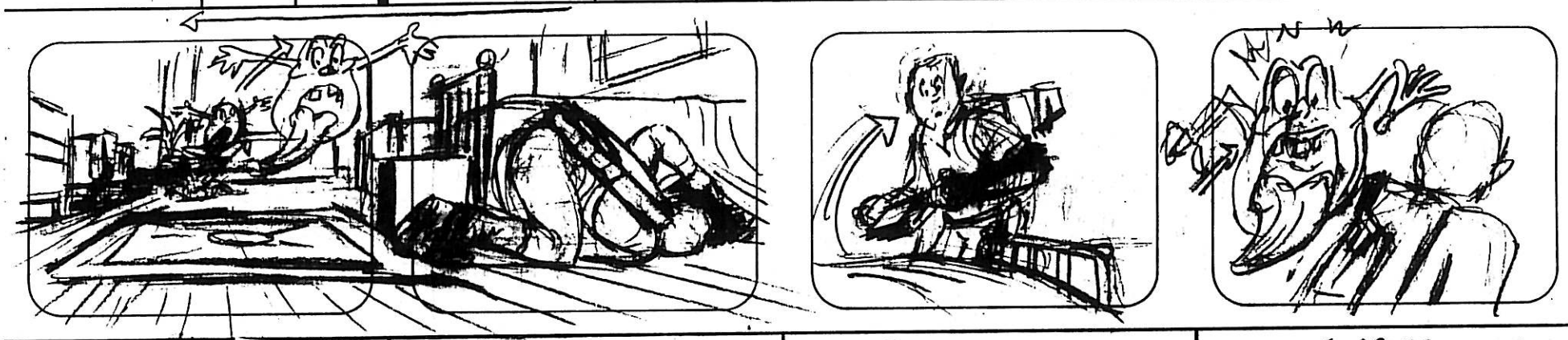


ACTION/ ,,, AND SHOOTS FIRE--	ACTION/ -- AT SLIMER, WHO JUMPS THROUGH THE CEILING ...	ACTION/ FLAME SHOOTS THRU FRAME WHERE HE WAS	ACTION/
DIALOGUE/ (HISS!) PRECIOUS/CREATURE (CONT)	DIALOGUE/ — SLIMER (YOWLS in fright)	DIALOGUE/ SLIMER (frightened SQUEAL)	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/ GOOSHY SFX FLURCH SFX	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DiC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ PAN OVER TO AREA BETWEEN BEDS - SLIME COMES UP THRU FLOOR, FLIES TOWARD RAY	INT. GHOSTBUSTERS' BUNK ROOM Looking down the row of beds in perspective. Ray is bent over with his thrower in hand, looking under the bed.	ACTION/ RAY SITS UP ...	ACTION/ --SCARING SLIMER, SLIMER CAN'T CHECK HIS MOMENTUM ...
DIALOGUE / SLIMER (alarmed WAILS)	DIALOGUE /	DIALOGUE /	DIALOGUE / SLIMER (startled SCREECH)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				54

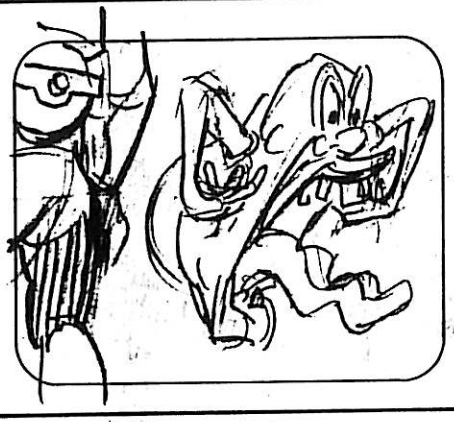
SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING

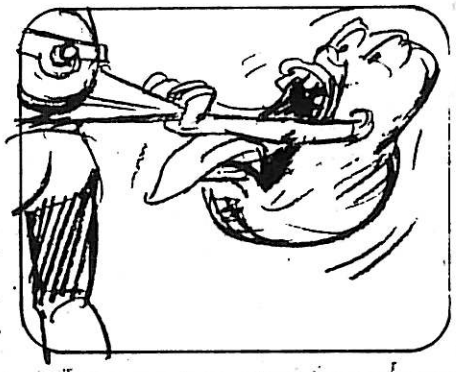
ACTION/ RAY GETS SLIMED...	ACTION/ ...TURNS TOWARD CAM, SLIMY	ACTION/ SLIMER TUGS ON RAY'S COVER ALLS...	ACTION/
DIALOGUE/ RAY OOEI	DIALOGUE/ RAY (CONT) Yuckkk!...	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

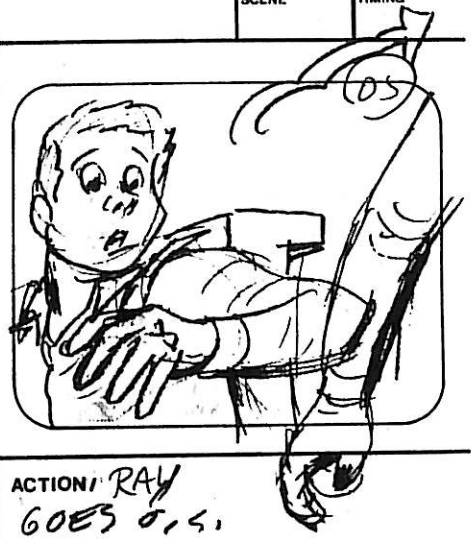
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION /	ACTION /	ACTION /	ACTION / RAY GOES O.S.
SLIMER begins tugging on Ray's coveralls, pantomiming his impression of a catatonic Peter and a fire-breathing reptile.			
DIALOGUE /	SLIMER (urgent GRUNTS, SNORTS, ETC. as he pantomines)	DIALOGUE /	DIAL RAY Okay, okay, I'm coming!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

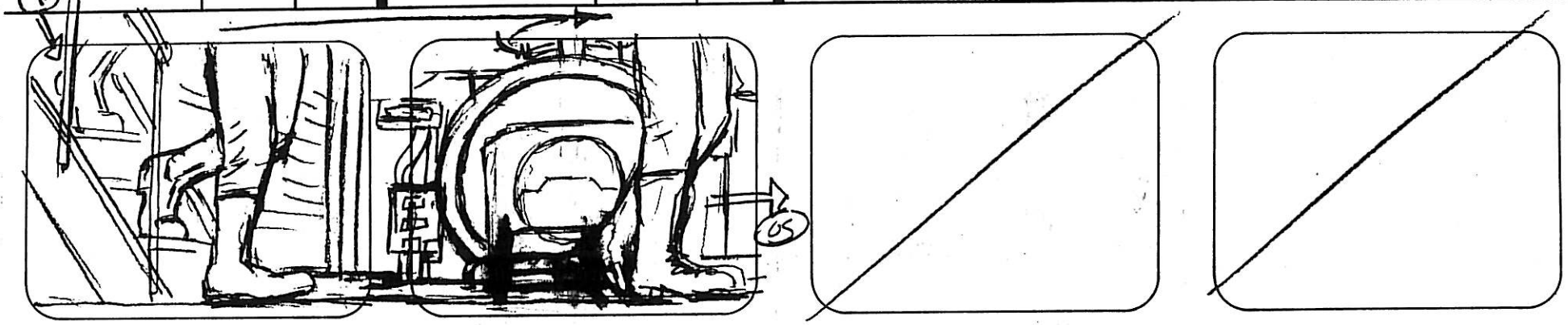
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ INT. GHOSTBUSTERS BASEMENT - TRUCK IN ON DOORWAY, PULLING OVERLAYS OUT FROM THE SIDES - PETES SILLOUETTE APPEARS IN DOORWAY	ACTION/ PETE WALKS DOWN STAIRS	ACTION/ DIAGONAL PAN B.G. WATS SHADOW GOES DOWN STAIR	ACTION/
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

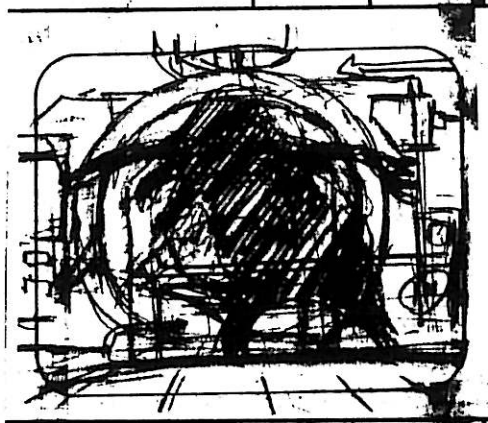


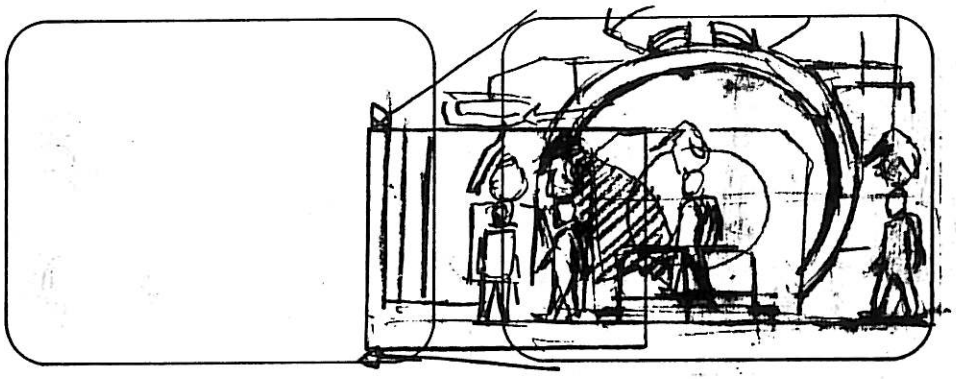
ACTION: PAN TO FOLLOW PETES FEET AS HE STEPS OFF STAIR CASE, WALKS,..	ACTION:,, ACROSS CONTAINMENT UNIT IN B.G.	ACTION:	ACTION:
DIALOGUE:	DIALOGUE:	DIALOGUE:	DIALOGUE:
SOUND FX:	SOUND FX:	SOUND FX:	SOUND FX:
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

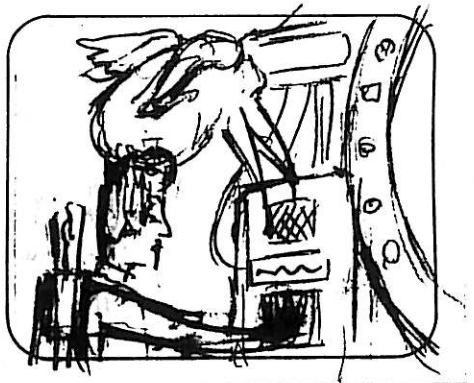
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





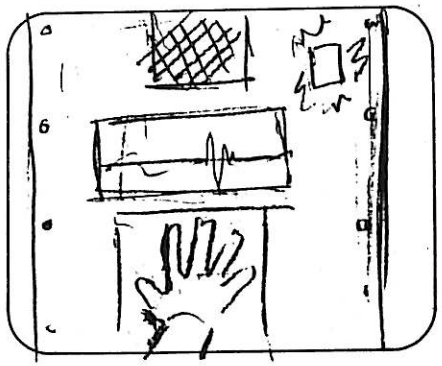


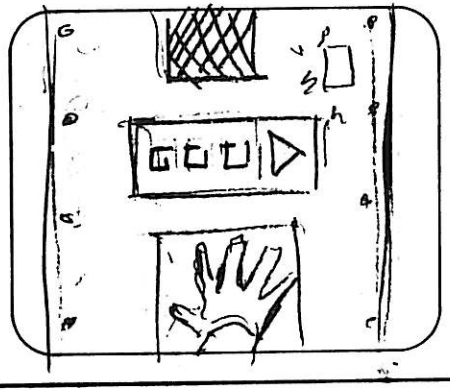
ACTION/ HOLD THREE BEATS, THEN WATS SHADOW PASSES OVER CONTAINMENT UNIT.	ACTION/	ACTION/ PETE WALKS IN, FOLLOWING SHADOW - WALKS ACROSS CONTAINMENT UNIT OVER TO FAILSAFE DEVICE	ACTION/ PETE PUTS PALM AGAINST SCREEN, SAYS DIALOGUE
DIALOGUE /	DIALOGUE /	DIALOGUE/	DIALOG PETER (flat, detached) I am Peter Venkman.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES/ PRECIOUS/CREATURE IS PERCHED ON PETE'S HEAD	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

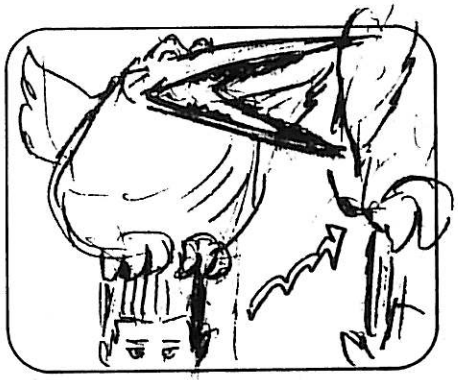
AUDIO VISUAL

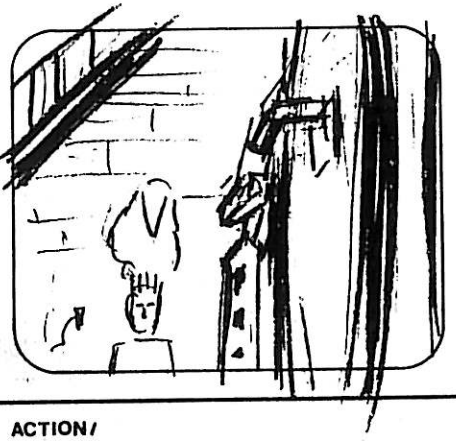
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







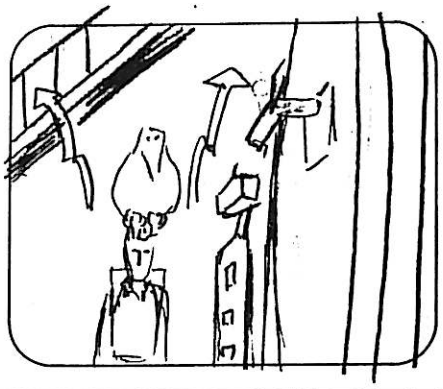


ACTION / More computer BLOOP-BLEEPS. Then a large, green light (or arrow) blinks on, pointing at the knife-switch.	ACTION /	ACTION / PETE WALKS O.S. TOWARD KNIFE SWITCH	ACTION /
DIALOGUE /	DIALOGUE /	DIAL PRECIOUS/CREATURE (delighted, SCREECHY CHORTLE)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



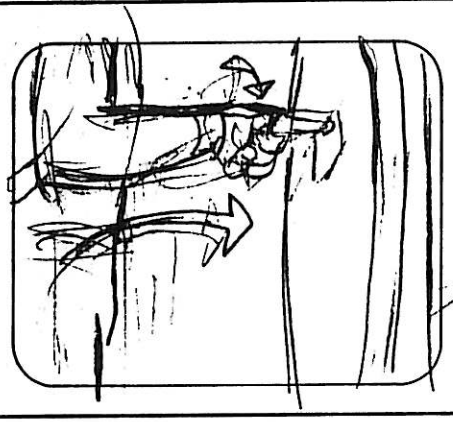
ACTION/ PETE STEPS UP ONTO PLATFORM, WALKS TOWARD KNIFE SWITCH, GRABS IT

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION /

DIALOG RAY (VO)
Peter!

SOUND FX /

NOTES /

TIMING /

ACTION/ JANINE, WINSTON, EGON, RAY, SLIME STAND IN DOORWAY AT TOP OF STAIRS

DIALC RAY (CONT)
Wait! What are you doing?

SOUND FX /

NOTES /

TIMING /

ACTION /

PETER (in Wat's Voice)
(snarling, Exorcist-voice)
Stay away!!

SOUND FX /

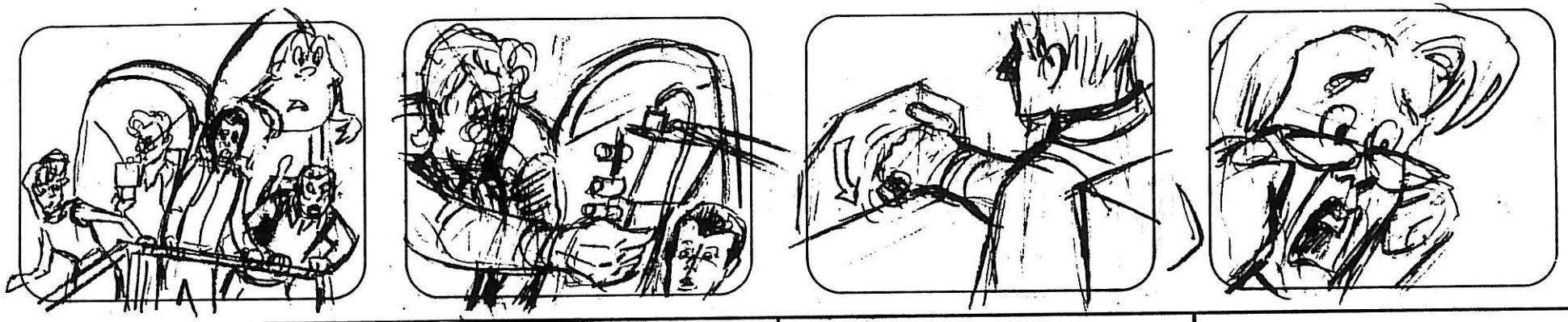
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/	ACTION/	ACTION/	ACTION/
	Egon aims the PKE meter. It CLICKS wildly.	ON/ PETER turns to the containment system, grips the knife-switch and starts pulling it slowly down.	
WINSTON Either he's coming down with a heck of a cold, or we've got major problems!	EGON Judging from these readings, I'd say Peter is possessed.	GAL Peter! No! JANINE (VO)	DIALOGUE/ JANINE (CONT) Please don't do it!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

PETER

ACTION/ leers at them over his shoulder as he steadily pulls the switch downward. His eyes are glowing red.

ACTION/ PETE IS FIGHTING HIS POSSESION BY WAT

ACTION/ WAT TAKES OVER AGAIN, POUNDS FIST AGAINST TEMPLE — EYES GLOW RED

ACTION/ PETE GAINS UPPER HAND ONE HAND TRIES TO PULL THE OTHER AWAY FROM SNITCH

PETER (in Wat's Voice)
(snarling, Exorcist voice)
I'm not Peter, you pitiful fools; I am the mighty Wat!

DIALOGUE/ PETER NO I'M NOT! I'M PETER! PETER VENKEMAN!!

DIALOGUE/ PETER (EXORCIST VOICE) STOP FIGHTING ME, FOOL!! THROW THE SWITCH!!!

DIALOGUE/ PETER I WONT! I WON'T!!

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/

DIALOGUE/ JANINE HE'S FIGHTING IT!
RAY BUT HE CANT HOLD OUT FOR LONG!!

SOUND FX/

NOTES/

TIMING/

ACTION/ WINSTON SWINGS PARTICLE BEAM BLASTER DOWNWARD, READY TO FIRE

DIALOG WINSTON
Okay, Wat, come on out!

SOUND FX/

NOTES/

TIMING/

ACTION/ JANINE, RAY, GRAB THROWER, MAKING WINSTON MISS

DIALOGUE/ RAY, EGON, JANINE
NO!

SOUND FX/ BEAM BLAST

NOTES/

TIMING/

ACTION/

RAY
We can't get Wat that way; Peter would never withstand the blast!

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				63

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ EGON SHOVES P.K.E. METER INTO BELT, REACHES OVER AND grabs Winston's thrower and begins fiddling with it.

DIALOGUE/ EGON
There's a slim chance. If we set one thrower at Wat's exact frequency,...

SOUND FX/

NOTES/

TIMING/

ACTION/

DIALOGUE/ EGON (CONT)
...and the other at the electro-metabolic frequency of Peter,...

SOUND FX/

NOTES/

TIMING/

ACTION/ WINSTON TURNS TOWARD EGON WHILE WINSTON SAYS LINE

(finishes adjustments)
...we should be able to pull them apart.

WINSTON
Let's do it!

SOUND FX/

NOTES/

TIMING/

ACTION/ WINSTON'S P.O.V.

DIALOGUE/ EGON
But if we mess up, Peter may go all to pieces...literally.

SOUND FX/

NOTES/

TIMING/

DiC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
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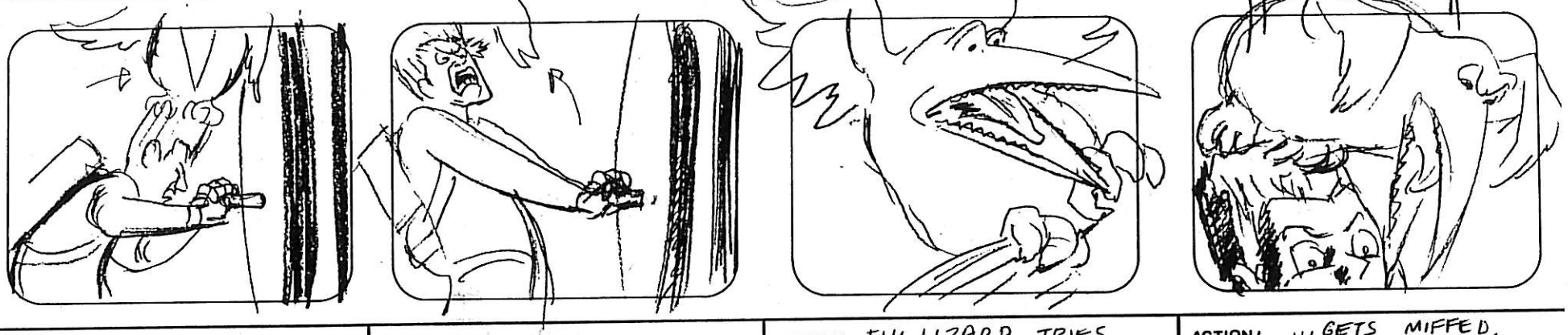
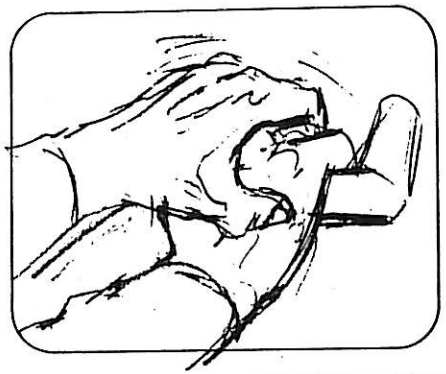


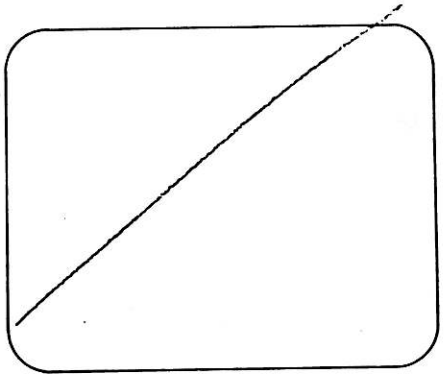
ACTION/ PETE IS FIGHTING WAT	ACTION/	ACTION/ FLY LIZARD TRIES TO MAINTAIN PERCH ON PETER'S HAIRDO ...	ACTION/ ... GETS MIFFED, FLIES AWAY
DIALOGUE/ PETER NO! I WONT! I WONT!	DIALOGUE/ PETER (EXORCIST VOICE) (DRIPPING WITH CONTEMPT) YOU... HUMAN! HOW DARE YOU THWART THE WILL OF... WATT!!	DIALOGUE/ PETER NO! NO! PRECIOUS/CREATURE (SQUAWK)	DIALOGUE/ PETER (EXORCIST VOICE) YES!! YES!! PRECIOUS/CREATURE (IRRITATED SQUAWK)
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



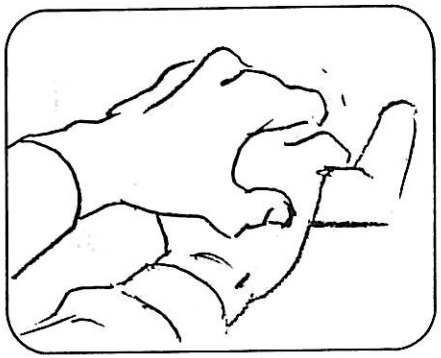


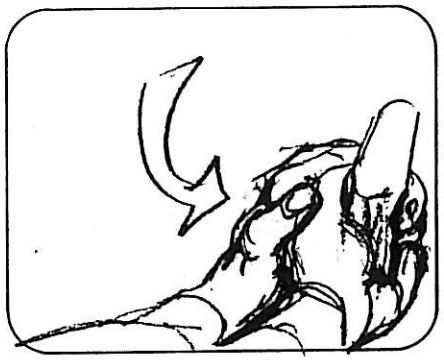
ACTION/ BOTTOM HAND TRIES TO PUSH SWITCH,, TOP HAND TRIES TO PULL BOTTOM HAND OFF	ACTION/	ACTION/ AFTER SCREAM ENDS, PETER'S EYES SNAP OPEN WIDE- HE GRINS INSANELY, EYES GLOWING RED	ACTION/
DIALOGUE/	DIALOGUE/ PETE (AGONIZED SCREAM)	DIALOGUE/ PETE/EXORCIST VOICE (CHUCKLE)	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

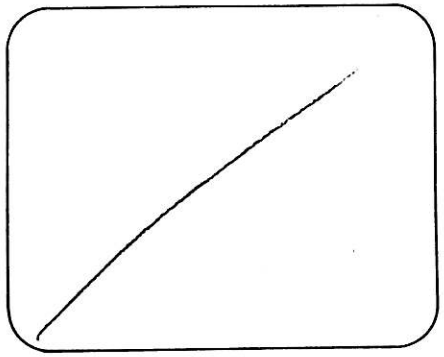
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION /	ACTION / PETER'S HANDS ARE NO LONGER FIGHTING EACH OTHER	ACTION /	ACTION /
DIALOGUE / JANLAKE PETER -- NO!	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

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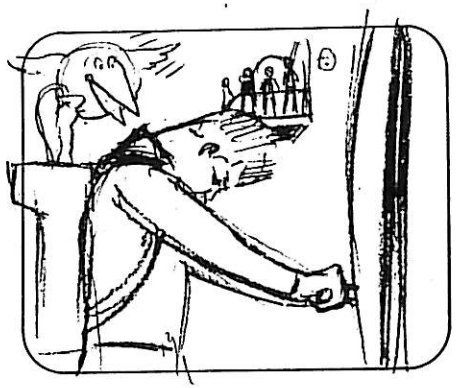
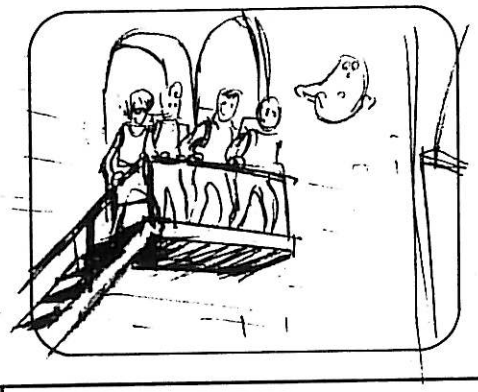
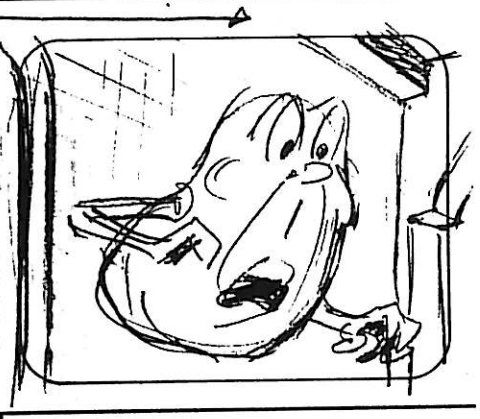






ACTION /	ACTION /	ACTION / PAN FROM RAY + WINSTON TO SLIMER	ACTION /

DIALOGUE / PRECIOUS CREATURE (SUBDUED SQUAWK)	DIALOGUE / EGON (matter-of-fact) He did it.	DIAL RAY (greatly alarmed) In thirty seconds, the protective grid'll go blooey --	DIAL RAY (VO) (CONT) ...and every ghost in that system will be free!

SOUND FX / EMERGENCY CLAXON BEEPING REPETITIOSLY	SOUND FX /	SOUND FX /	SOUND FX /

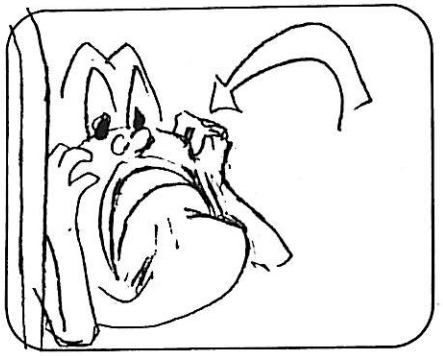
NOTES /	NOTES /	NOTES /	NOTES /

TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



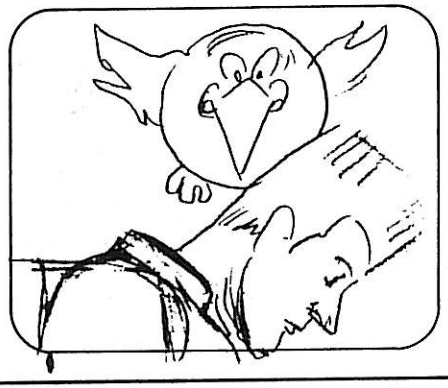
ACTION/ SLIMER RECOILS, SWALLOWS FEARFULLY

DIALOGUE/ SLIMER
(swallows HARD)

SOUND FX/

NOTES/

TIMING/



ACTION/ HOLD FOR A COUPLE BEATS ON PETE NOT MOVING, HEAD LOWERED

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

ACTION/ PETE SAYS LINE AS HE RAISES HEAD — EYES FLASH RED

DIALOG PETER
(Exorcist voice)
All under my command!

SOUND FX/

NOTES/

TIMING/

ACTION/

DIALOGUE/ PETER (CONT)
(Evil LAUGH)

PRECIOUS/BEAST
(Evil LAUGH, too.)

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

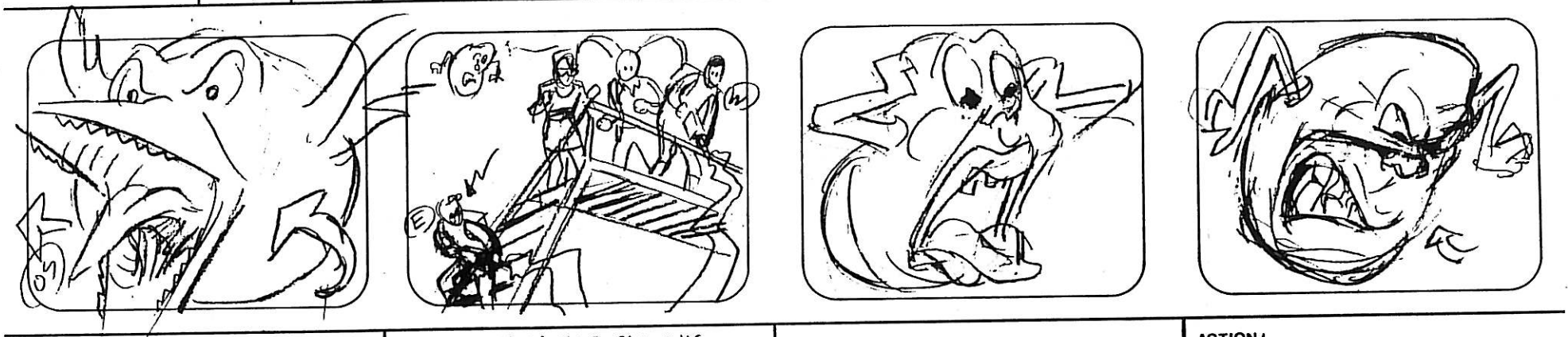
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ EGON, WINSTON FIRE PARTICLE BEAMS	ACTION/ BEAM STRIKES PETE	ACTION/	ACTION/ FLYING LIZARD TURNS...
DIALOG/ WINSTON (with reluctance) Here goes...	DI.(gutteral, PETER (in Wat's Voice) Exorcist-HOWL)	DIALOGUE/ PETER (WAT) (CONT) Stop! Stop them!	DIALOGUE/ PRECIOUS/CREATURE HISSSS!!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

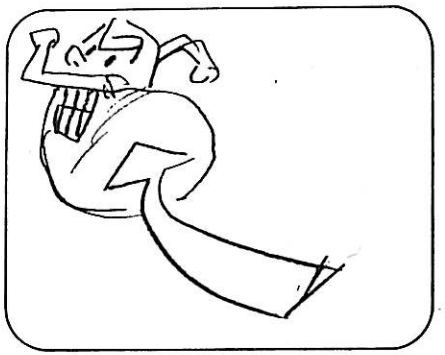


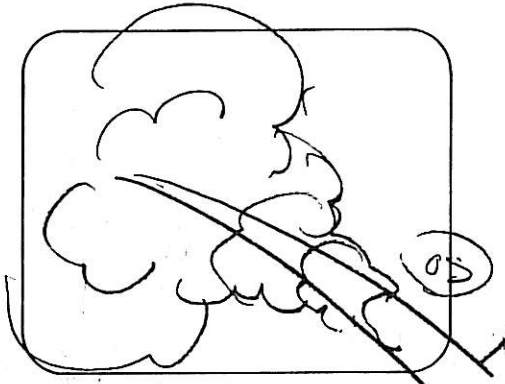
ACTION/ ... FLIES TOWARD AND PAST CAM	ACTION/ EGON HAS MOVING DOWN STAIRCASE	ACTION/	ACTION/
DIALOGUE PRECIOUS/BEAST (SHRIEKS!)	DIALOGUE/	DIALOGUE/	DIALOGUE/ GRRRR!!! SLIMER
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

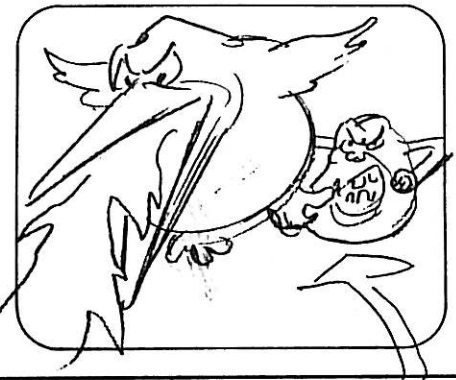
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION /	ACTION /	ACTION / FLYING LIZARD FLIES IN, BREATHING FLAME	ACTION / SLIMER FLIES IN BEHIND FLYING LIZARD ,,
DIALOGUE /	DIALOGUE /	DIALOGUE / PRECIOUS/CREATURE (HISSS	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
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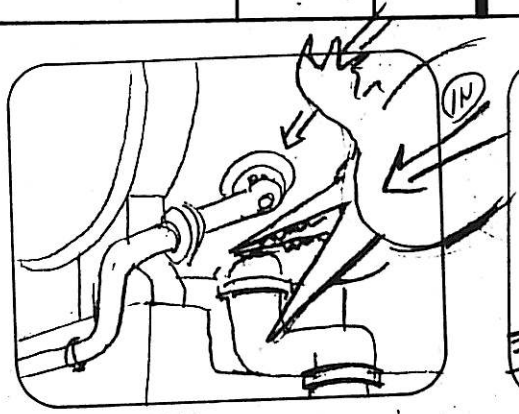
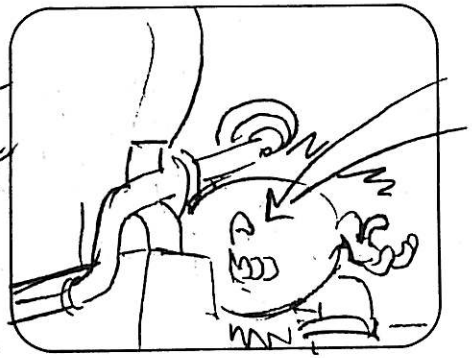


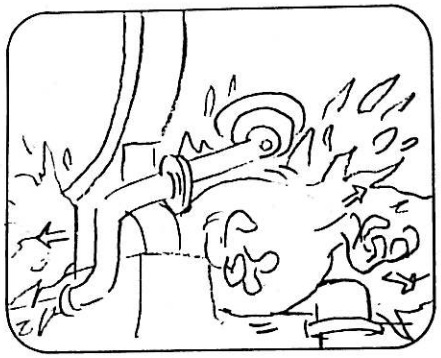


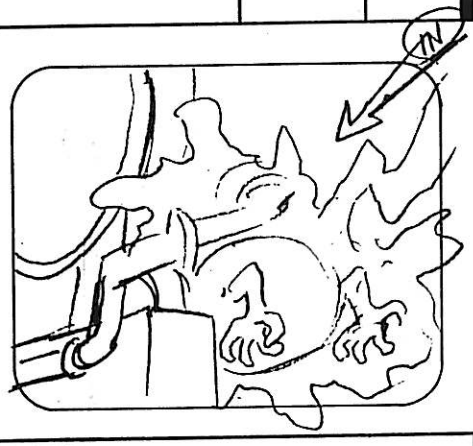
ACTION/ ... FORMS FOOT, COCKS IT BACKWARD ..	ACTION/ .. KICKS FLYING LIZARD O.S.	ACTION/ .. LIZARD FLIES IN, GETS STUCK	ACTION/ INSIDE OF MACHINERY
DIALOGUE/ PRECIOUS/CREATURE (HISS)	DIA PRECIOUS/BEAST (startled SCREECH!)	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/ WHAT	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





ACTION/ FLYING LIZARD BREATHS FLAME IN ANGER, STRUGGLES TO GET FREE	THE FLYING REPTILE which is still stuck in the machinery, gets hit by Ray's beam and begins writhing and struggling, still shooting squirts of flame.	ACTION/ JANINE grabs the portable ecto-trap from Ray's belt as Ray continues firing away.	ACTION/
DIALOGUE/ PRECIOUS/CREATURE (HISSS)	DIALOGUE/ PRECIOUS/BEAST (Fierce SCREECHES)	DIALOGUE/	DIALOGUE JANINE I've got the trap!
SOUND FX/ /	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

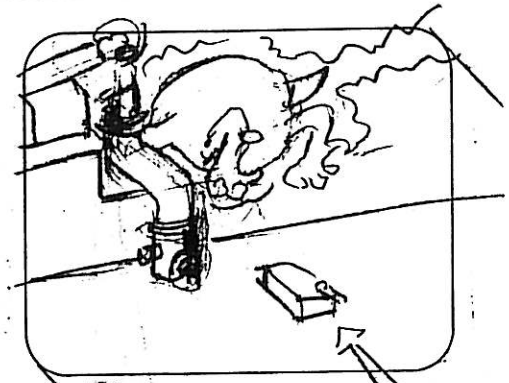
ACTION/
She tosses it out onto the floor.

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

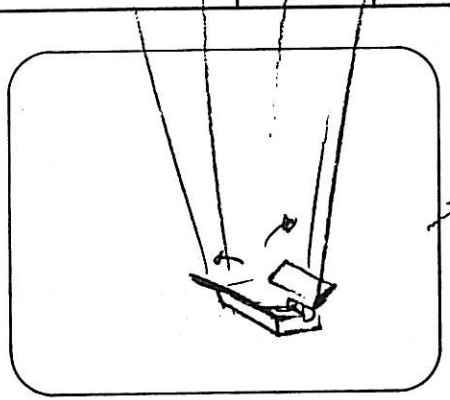


ACTION/

PRECIOUS/BEAST
(SHRIEKING)

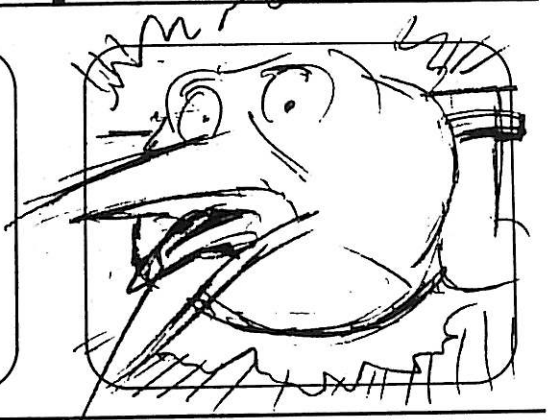
CLOSE ON TRAP
it hits floor and SNAPS open as it slides to a stop.

TIMING/



ACTION/

TIMING/



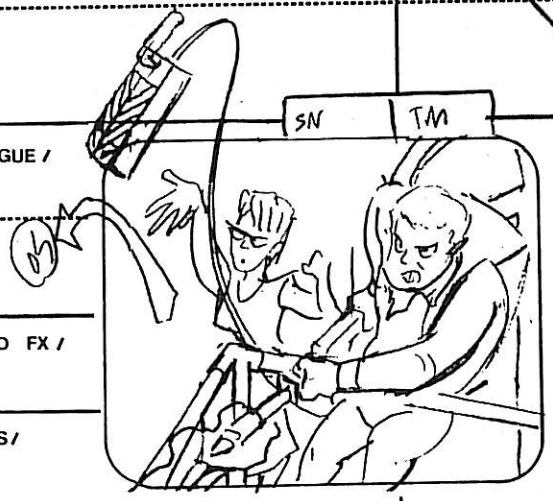
ACTION/ CLOSE ON FLYING REPTILE, STUCK INSIDE MACHINERY, WREATHED IN PROTON BEAM BLAST

DIALOGUE/

SOUND FX/ SUCTION

NOTES/

TIMING/



DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

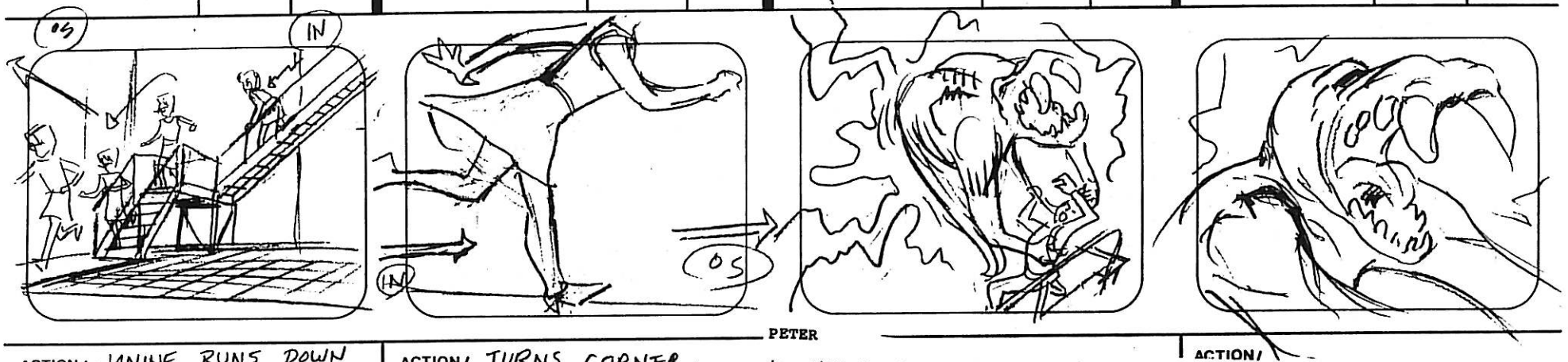
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION /	ACTION /	ACTION /	ACTION /
FLYING LIZARD IS SUCKED OUT OF MACHINERY BY PROTON BLAST...	... IS DRAWN INTO BEAM OF LIGHT BY PROTON RAY...	... BECOMES WRAITHLIKE, IS SUCKED INTO TRAP	TRAP SHUTS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / POP =	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



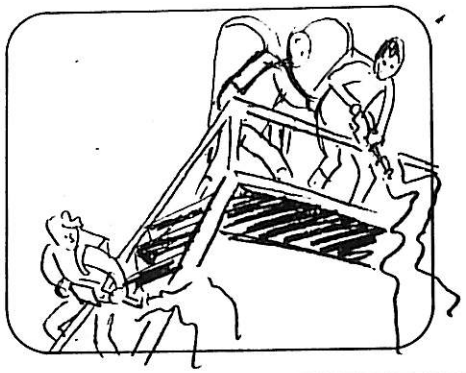
ACTION/ JANINE RUNS DOWN STAIRCASE, RUNS O.S.	ACTION/ TURNS CORNER, RUNS BACK THRU FRAME	PETER is still the focal point of the converging particle beams. The image of Wat is now clearly visible, being slowly pulled apart from Peter, but trying to cling to Peter's form.	ACTION/
DIALOGUE /	DIALOGUE /	DIALOGUE/ WAT (EXORCIST VOICE) NoOOOOOOO!!!	WAT (CONT) (Exorcist-voice) You can't have him back! I won't let you!!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

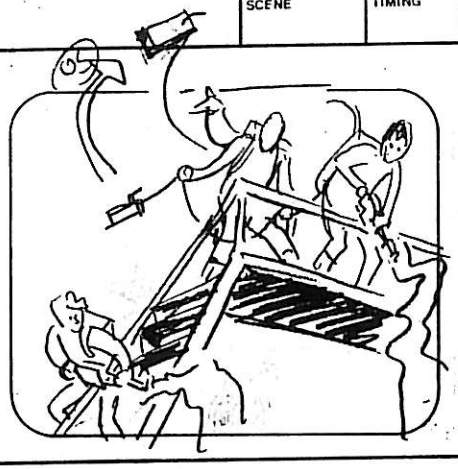
DIC AUDIO VISUAL

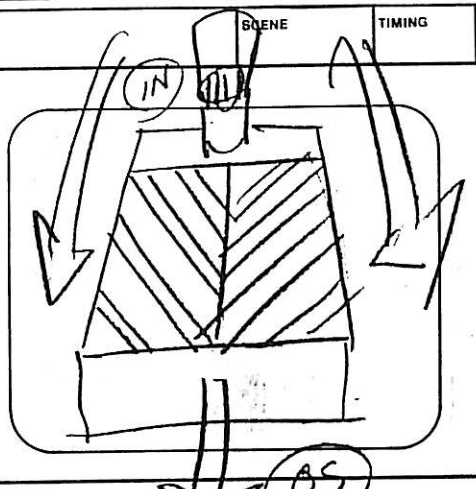
MAINTITLE

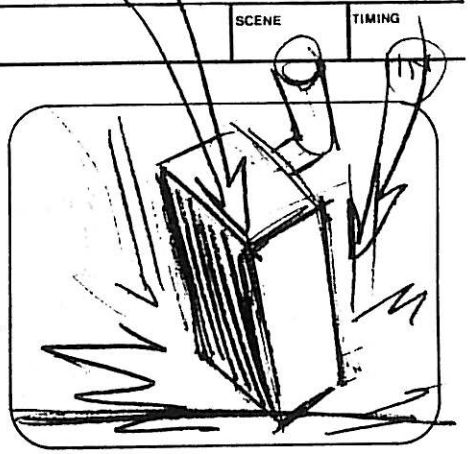
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING









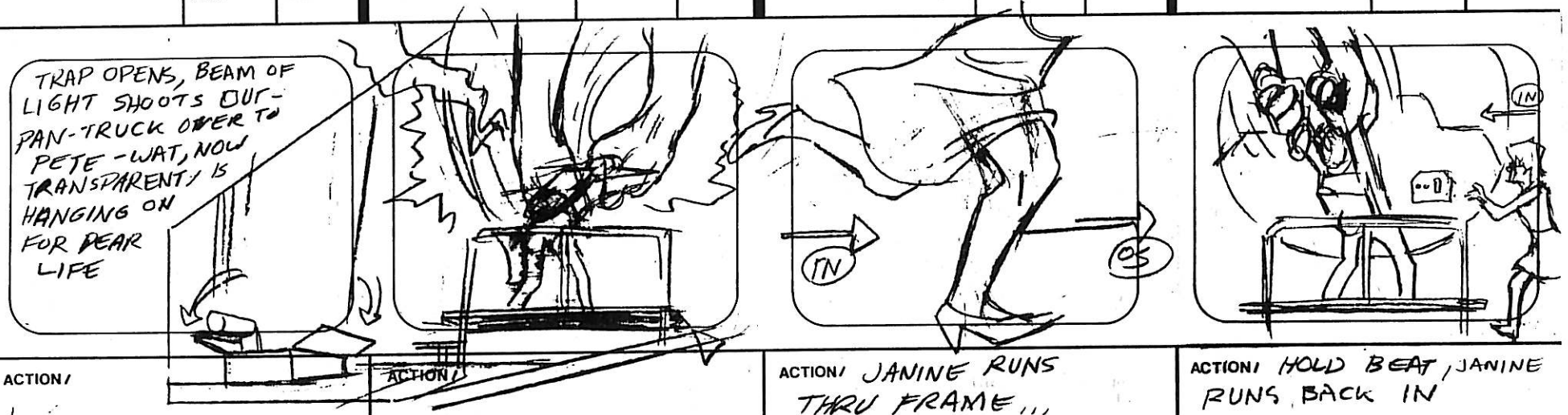
ACTION/ RAY GR. ABS TRAP OFF WINSTON'S BELT..,	ACTION/ ,, THROWS IT UP, O.S.	ACTION/ TRAP FALLS BACK THRU FRAME IN FG.	ACTION/ TRAP HITS FLOOR
DIALOGUE / WINSTON (straining) Hang on, Egon! It's working!		DIALOGUE/	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX/ WHACK
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION /	ACTION /	ACTION / JANINE RUNS THRU FRAME,,,	ACTION / HOLD BEAT, JANINE RUNS BACK IN
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

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	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

AC JANINE grabs the containment unit switch and pushes it back into "up" position. The red warning light goes off and the emergency KLAXON stops sounding.		ACTIO WAT is finally pulled loose from Peter's body, with a yank.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE / WAT (DESPAIRING YOWL)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO
				19

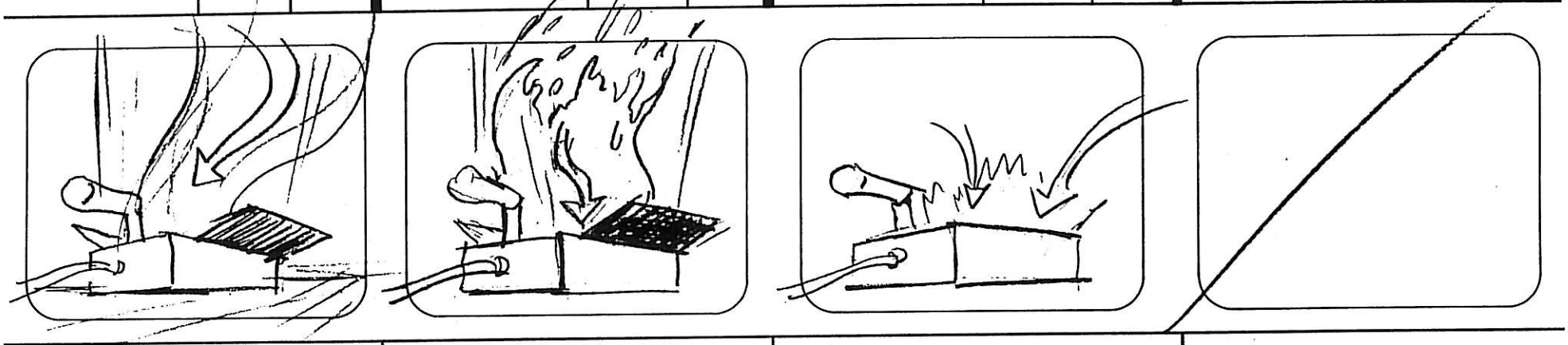
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ PETE FALLS TO HIS KNEES, UP TO CAM	ACTION/	ACTION/ ... WHICH PULL WAT, WRAITHLIKE AND TRANSPARENT INTO BEAM OF LIGHT, ...	ACTION/ WAT IS SUCKED DOWN BEAM OF LIGHT, O.S.
DIALOGUE /	DIALOGUE/ PAN UP TO LIGHT BEAMS FROM TRAP TO PARTICLE BEAMS ...	DIALOGUE/ WAT (AGONIZED SHRIEK)	DIALOGUE/
SOUND FX /	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



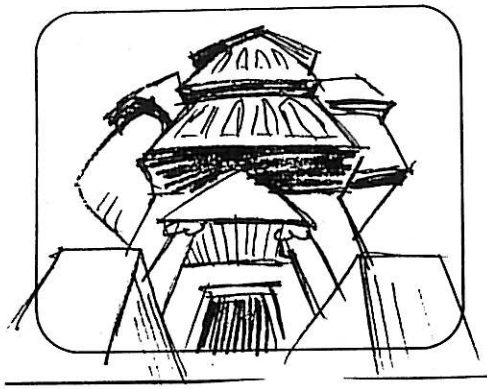
ACTION / WAT, NOW AN AMORPHOUS MIST, IS SUCKED INTO TRAP---	ACTION /	ACTION / --TRAP SNAPS SHUT	ACTION /
DIALOGUE / WAT (AGONIZED SCREAM, DINDLING	DIALOGUE /	DIALOGUE / (AGONIZED SCREAM IS CUT OFF ABRUPTLY WHEN TRAP CLOSES)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / SNAP	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

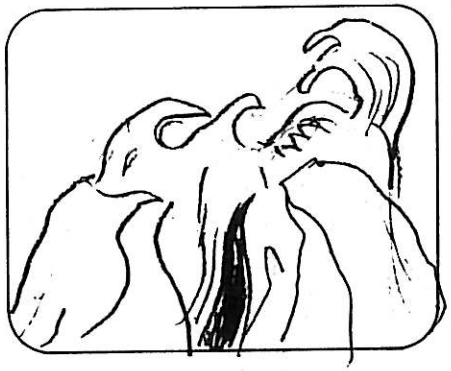
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING





ACTION / EXT. - MRS. ROGERS' HOUSE - DAY

The entire structure starts to quiver, melt, and cave-in on itself. Glimpses of the many ghosts are seen as they try to escape upward from the collapsing structure, but are pulled inexorably back into it by some vortex-like force.

ACTION /

ACTION /

DIALOGUE /

DIALOGUE /

DIALOGUE /

D/ VARIOUS SPIRITS (WAILS and MOANS)

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

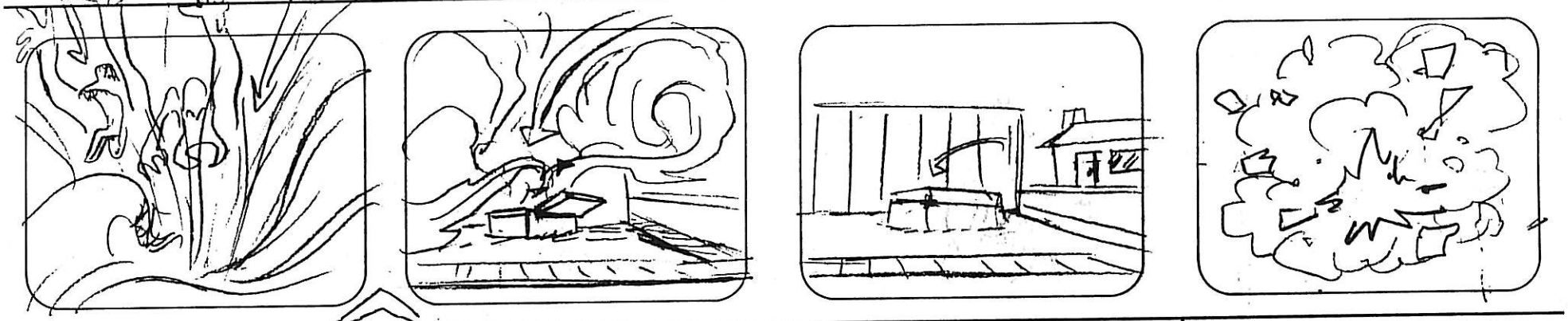
TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING



ACTION /		ACTION /	ACTION / TRUNK EXPLODES
	Within seconds, the whole mess -- house, furniture and ghosts -- is being sucked into the ominous, black trunk, then the trunk SLAMS shut.		
DIALOGUE /		DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / EXPLOSION
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

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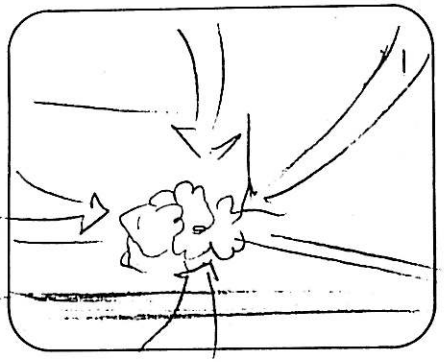
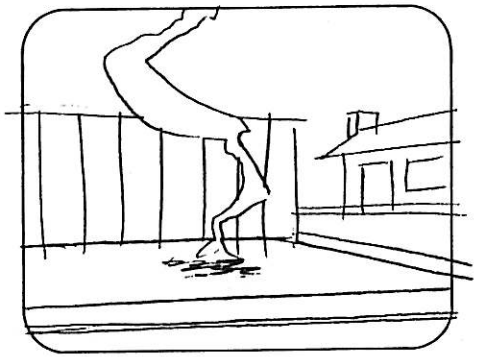
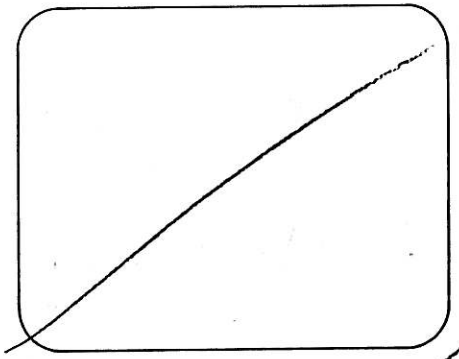
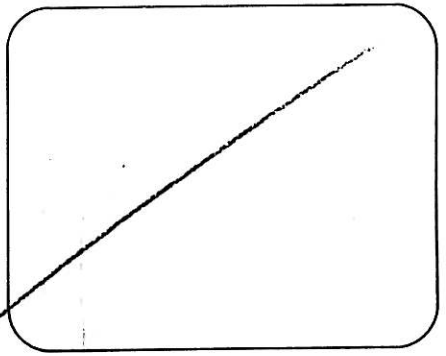
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING









ACTION / SUDDENLY, EXPLOSION IS SUCKED BACK IN ON ITSELF AND DISSAPEARS, LEAVING ONLY SINGED SPOT ON VACANT LOT	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / EXPLOSION SFX PLAYED BACK IN REVERSE	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

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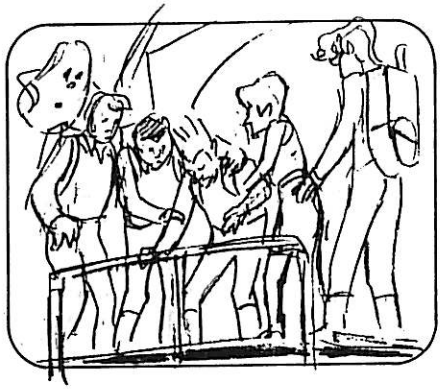
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ INT. BASEMENT, FIREHOUSE PETE STARES AT CAM DAZEDLY — WINSTON AND JANINE REACH IN, HELP HIM STAND	ACTION/	ACTION/ PETE RAISES HAND UP TO BROW LINE	ACTION/ PETE FEELS HIS HAIR-DO, IN SHOCK
DIALOGUE/ JANINE (VO) Peter, are you all right?	DIALOGUE/ PETER Yeah...fine, fine...	(frowns) PETER (CONT) DI/ But I have definitely had it with haunted houses -- right up to...	D. PETER (CONT'D) ...up to here.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

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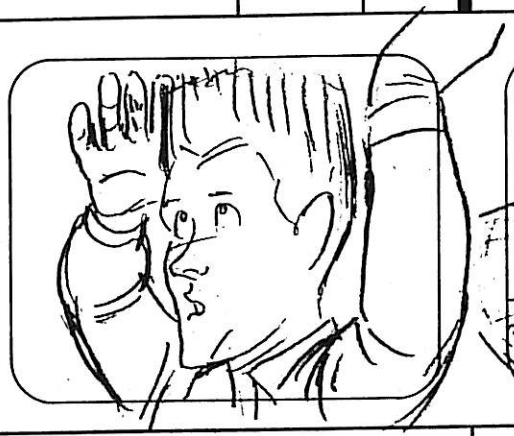
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION /	ACTION / PETES HAIR REFUSES TO LIE FLAT, SPRINGING	ACTION / UPWARD WHEN HE LIFTS HIS HANDS	ACTION /
DIALOGUE /	DIALOGUE /	DIALO PETER (straining) Unh! Ugh!... (gives up)	DIALOGUE / PETER(CONT) See?
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

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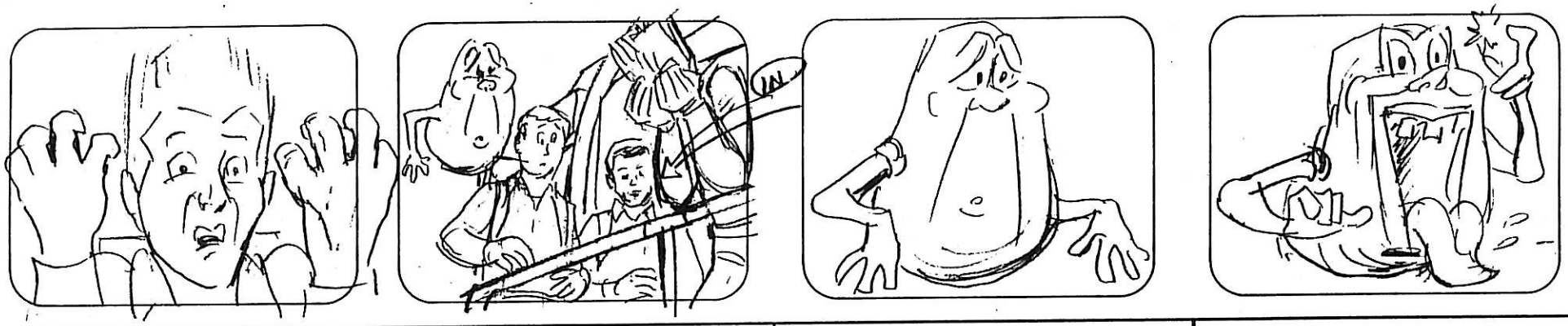
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION /	ACTION /	ACTION /	ACTION / SLIMER GETS IDEA
DIALOGUE / PETER (CONT) I can't go out in public like this! My life is ruined!	DIALOGUE / PETER (CONT) (SOB)	DIALOGUE / SLIMER (Sympathetic "Aaaww...")	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / SNAP
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

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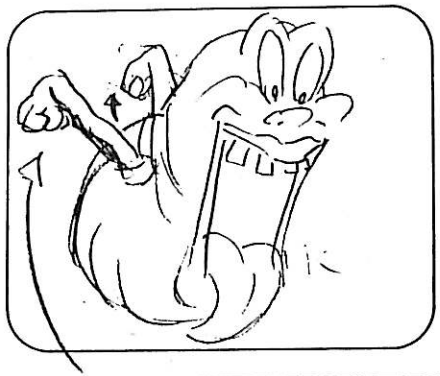
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



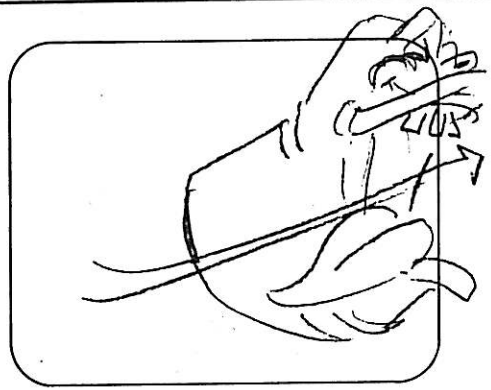
ACTION / SLIMER SWINGS ARMS BACKWARDS, SWINGS ...

DIALOGUE /

SOUND FX /

NOTES /

TIMING /
1



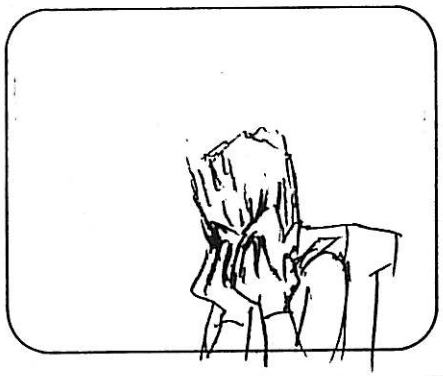
ACTION / ... THEM FOWARD, LETTING MOMENTUM CARRY HIM O.S.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION / SLIMER FLIES IN, LANDS ON PETE'S HEAD WITH A BIG WET SPLAT

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

DIALOGUE /

SOUND FX / SPLAT

NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION/ SLIMER TWISTS HIS BOTTOM AROUND A COUPLE TIMES, FOR GOOD MEASURE...	ACTION/ ...THEN JUMPS BACKWARDS O.S. AS PETE GRABS FOR HIM ANGRILY	ACTION/ PETE'S HAIR IS SLIMED FAST TO HIS HEAD	ACTION/
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOG SLIMER (GRUNTS in unmistakable imitation of "Ta-daa!")
SOUND FX / SQUIRCH SQUIRCH	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

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ACTION /	ACTION / PETE STALKS MENACINGLY INTO FRAME...	ACTION / ... GRABS FOR SLIMER, WHO ZIPS O.S.	ACTION / PETE RUNS O.S. AFTER SLIMER
WINSTON D' (chuckling) There you go, Peter! Lookin' good.	SLIMER (as he goes) D (SQUEAK of fear) RAY He was just trying to help, Peter.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

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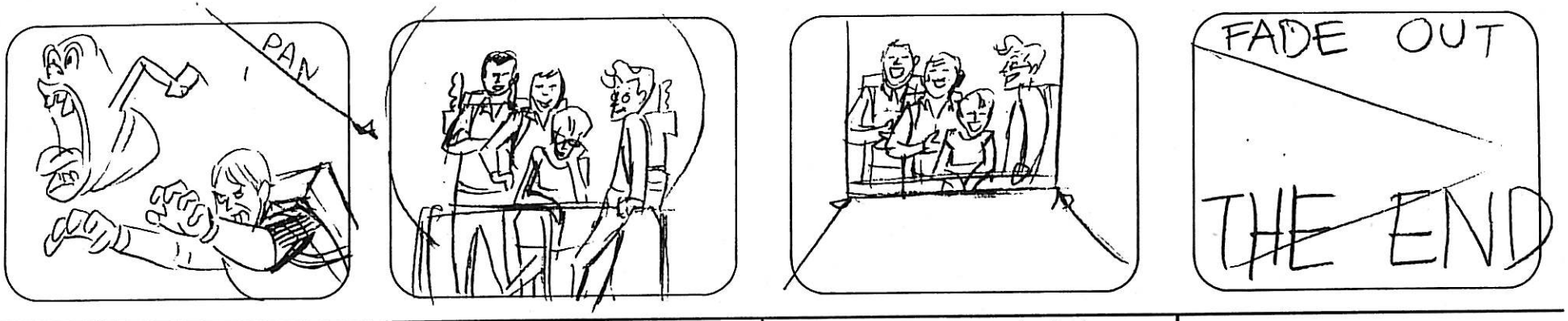

ACTION /	ACTION /	ACTION / TRUCK IN ON GROUP AS THEY LAUGH	ACTION /
DIA PETER (as he goes) Come back here, Slimer! If I ever get my hands on you --	DIALC EGON Well, it looks like Peter's back to normal.	DIALOGUE / WINSTON/RAY/JANINE/EGON (LAUGHTER)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /